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AMIGA ACTION

8 TOP DEMOS!
Including 4 full games!

They think it's all over...
F.I.F.A. SOCCER
KICK OFF 3



DISK 1

Tic Tac Toe
EXCLUSIVE More banditry from Mental Image *

Wembley International Soccer
EXCLUSIVE A1200 only demo of Audiogenic's 89% earner *

Sensible Massacre
Take those World Cup woes out on the nasty Dutch. It's great!
*Requires 1 meg

AMIGA ACTION
AUGUST 1994



DISK 2

D-Day
EXCLUSIVE Impression's fight them on the beaches and in the disk drive *

Missile Command
Not quite... but it's close enough to not matter.

Simon
You know, musical frolics for those with a memory

Shoot Pontoon
Twist, twist, twist, stick, BOOM!

Gooch Cricket
EXCLUSIVE Excellent England v New Zealand data disk for owners of the ORIGINAL GAME
*Requires 1 meg

AMIGA ACTION
AUGUST 1994



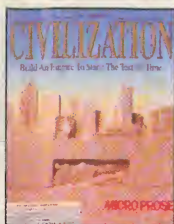
...it is now!
The decisive verdict on the World Cup games
PLUS EXCLUSIVE UFO REVIEW, TOWER ASSAULT, BUMP 'N' BURN



PRINTED IN THE UK

Issue 60 August 1994

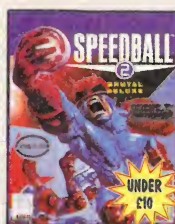
No product names, footballing clichés, etc. Thank you very much!



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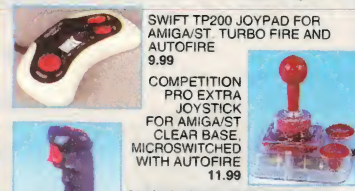
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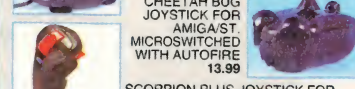
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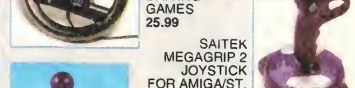
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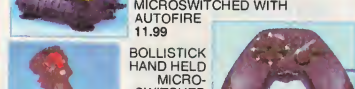
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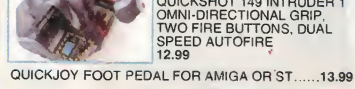
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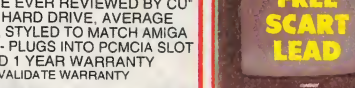
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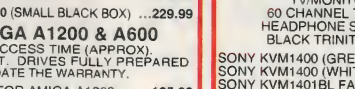
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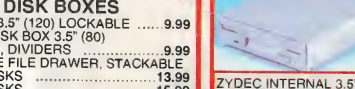
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SPECIAL THANKS TO: The woman who almost got knocked down by a tram in Manchester and gave Paul a right laugh, Chicken and Neil for being away and not getting under the feet, the Americans for truly deserving to host the World Cup, Steve "Penkster" Penk for being the cheesiest radio DJ ever, Jimmy Hill for taking it upon himself to invade our living rooms with his gargantuan jaw for a whole month, Steve for being a bit of a pagination demon when he gets going, David for holding the footy sessions together so well, Jim "New Boots" Eagers for just the opposite, and Fiona, who's redesigned eight mags and set 11,000 pages in just a day and a half. And rightly so.

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PUBLICATIONS

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Super Action, GB Action, Amiga Computing, Atari ST User, ST Review, Acorn Computing, Acorn User

Word of the month: Fetlocks

News p14

Brace yourselves for more speculation and vicious rumour mongering about the future of Commodore, along with news of some comedy mouse mat things and a shock update on Vulcan's Valhalla.



Subscribe p96

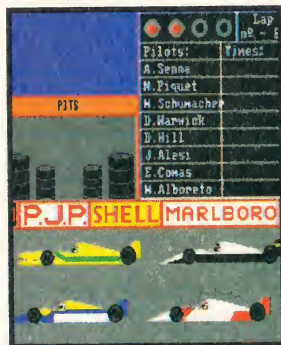
Thinking of subscribing to Amiga Action? Well you should be. Flick to page 96 to see what mouth watering offers are available.

Super Leagues p104

Could this be the last appearance of the Leagues? I'm saying nothing, it's more than my job's worth (not much then eh?).

Public Domain p68

One of Neil's only contributions before leaving us in the lurch to go to Greece. As usual you can expect the normal insane burlblings and rantings that we have come to know and love.



**FORMULA 1
MANAGER**
Setting a new trend in management games? Find out on page 69

Reader Reviews p62

More poetic prose from some of our Oxford educated readers. You never cease to amaze us with a delightful turn of phrase or two. Honest.

Talk Back p99

Paul puts on his self important trousers again to sift through your mail. Come to think of it, he hasn't took them off all month.

Swap Shop p110

Our very own car boot sale returns with another two pages of shifty readers trying to unload some hooky gear. Arfur.

Reviews p23

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Bump 'n' Burn
Race game frolics aplenty in this stormer from Grandslam



Elfmania
Finnish developers hit the mark in this top beat 'em-up



Banshee
Core Design release the best shooter of the year so far



Worlds of Legend
Mindscape's RPG epic at a budget price



Apidya
Team 17's insect based shoot 'em-up gets the once over

Features

MysterX p18

Just when you thought there could be nothing more to say about MysterX, we're back this month with some exclusive screenshots of the game itself.

All Terrain Racing p70

We take an exclusive early look at the latest racing extravaganza from Wakefield-based Yorkshire funsters Team 17. And damn fine it looks too.



Game Guides

Son of Boggit p93

The fruit of the Boggit's somewhat disgusting loins arrives to provide salvation to adventurers everywhere.

Valhalla p86

Vulcan Software's adventuring epic is not just amazing, it's bloody tricky to boot. Neil Jackson is on hand though to help out those without the brain power to manage it alone.



Competition

Win an A1200 p46

Ocean come up trumps with a top competition. If you would love an A1200 but are a bit strapped in these recession-hit times this could be your lucky day. Why not enter? I'm sure you'd win.



Coverdisks p6

Wembley Soccer

We think that this is the finest footy game around but you don't have to take our word for it, have a go yourself in our superb demo.

Tic Tac Toe

Remember the Winning Post? Well, after the phenomenal response we had to that we just had to get hold of the sequel, and here it is.

Sensible Massacre

We like our political correctness at Amiga Action, hence this kill-all-Dutch-footballers-because-they-knocked-us-out-of-the-World-Cup 'em-up.

D-Day

This war game received a hefty 86% in this month's issue and now you have the chance to control the D-Day landings for yourselves.

Goochy Cricket

Fancy competing in the current cricket series between England and New Zealand? Away you go.

Missile Command

One of the all time classic arcade games of all time comes to your cover disk.

Shoot Pontoon

Get the old riverboat out of the garage and have a bit of a gamble.

Simon

If you're a bit of a memory master you'll love this. Remember a sequence of musical notes in er... whatever it's called.



Don't ever say we don't listen to what our readers tell us. We've taken note of many of the suggestions and ideas put forward and this month you'll see them incorporated into your favourite magazine.

One thing that was clear was that you definitely wanted more on the coverdisks so we've willingly obliged and spared no expense by cramming eight - count 'em - eight superb items onto the disks, including four full games!

On disk one we've got a demo of Audiogenic's excellent Wembley International Soccer, which is surely one of the best footy games around at the moment and in this very issue received a whopping 89%. Also we've got a demo of the follow up to the hugely successful gamble 'em-up The Winning Post, which we also featured on a coverdisk some months back (Issue 49). Tic Tac Toe is one of the machines from the Bandit Mania package and if you like fruit machines you're sure to go for this in a big way. Finally on disk one is what has to be one of the most enjoyable - if not strictly politically correct - PD games we've seen in ages. Here you get the chance to destroy the Dutch football team with your hand grenades in revenge for our World Cup exit.

We don't ease up on disk two though, oh no. Five items have been cunningly crammed on to this disk in our attempt to break the world record for most number of items on a disk ever.

Most impressive is a demo of Impression's topical D-Day - The Beginning of the End wargame extravaganza. Budding Eisenhower's can now have a go at doing it their own way although it would seem prudent not to change too much, what with us winning and all.

Remember the Goochy Cricket Classic match we gave away a few months ago? Well we're back with another and this time it doesn't require our demo for you to play it. Anyone who owns the game can now compete in the current England vs. New Zealand series.

The rest of the disk is a PD fest with three of the best games around: classic versions of Missile Command, Simon and Shoot Pontoon for you to involve yourselves in. Go on then, off you go.

Cover Disks

Wembley Intern

Audiogenic (A1200 only)

To load the demo, stick the disk in your A1200 and turn on the power. A menu will soon appear and you should press the corresponding number to load the Wembley International Soccer demo. When loaded, the game will go straight into a one-player game between England and Holland with you controlling the English team. The game starts in overhead view but this can be switched to a side-on view by pressing the V key on your keyboard.

After the game has kicked off, the joystick will control the directional movement of the player and his actions with the ball. To pass the ball a short stab of the fire button will launch it in the direction of one of your players. To shoot, hold down the button then release it. The longer you hold the button, the more powerful your shot.

To activate the one-touch mode when you have passed the ball, press the button once before the ball reaches its destination. In the bottom left of the screen you should see the message one touch selected. This means that as soon as the

intended player receives the ball he will either lay it off, nod it on or have a snap shot without bringing the ball under control. If you do not select one touch you will have more time to review your options.

After the second half has finished the game will enter a computer-controlled demo mode where you can see how it should be done or you can simply restart and have another go.



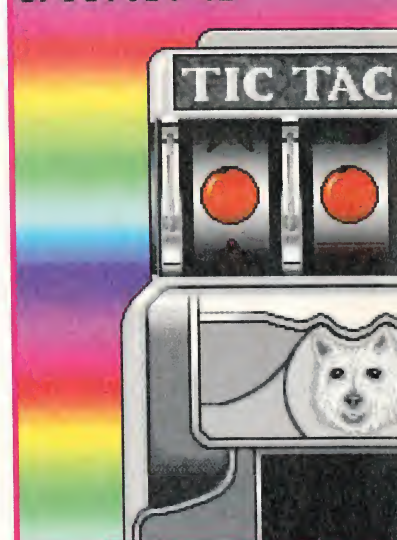
Tic Tac Toe

Mental Image (All Amigas)

Insert disk one into your Amiga and turn the power on. When the menu screen appears again you should press the corresponding number to load the demo. After a few seconds the main screen will appear featuring a whopping great fruit machine thing.

To start off with, you receive 50 credits and to set the machine in motion you simply pull the lever pretty much as you would expect. This will cost you a credit but you have the chance of winning a whole lot more. There are hundreds of winning fruit combinations and all you have to do is pull the handle and hope for the best. The game continues until you run out of credits.

Credits: 41



International Soccer

Select Teams

ALBANIA	ECUADOR
ALGERIA	EGYPT
ARGENTINA	ENGLAND
AUSTRALIA	FAROE ISLES
AUSTRIA	FINLAND
BELGIUM	FRANCE
BOLIVIA	GERMANY
BRAZIL	GREECE
BULGARIA	HOLLAND
CAMEROON	HUNGARY
CANADA	ICELAND
CHILE	IRAQ
CHINA	ISRAEL
COLOMBIA	ITALY
CZECH REP.	IVORY COAST
DENMARK	JAPAN

SELECT 24 TEAMS

AUTO OK EXIT



Sensible Massacre

PD
(All Amigas)

Put the disk in your Amiga and turn on the power. When the menu screen appears press the corresponding number and within seconds the Sensible Massacre options screen will appear allowing you to change such things as the length of each half and speed/difficulty at which the game plays. As soon as you are satisfied, click on the start game option.

You are the English goalie stood in his six yard box who must defend his goal line against the rampaging Dutch attackers for all he is worth. He does this in a slightly unconventional way, not with his feet, or even his hands but with hand grenades!

The game is mouse controlled. You move the cursor around the screen to aim and press the mouse button to lob a grenade in the direction you selected. Any Dutch player caught in the blast will be blown to smithereens and a point will be added to your score for each one killed. For every attacker that you miss and allow to cross the line, a point will be added to their score. At the end of the game the scores will be totalled up and the winner announced.

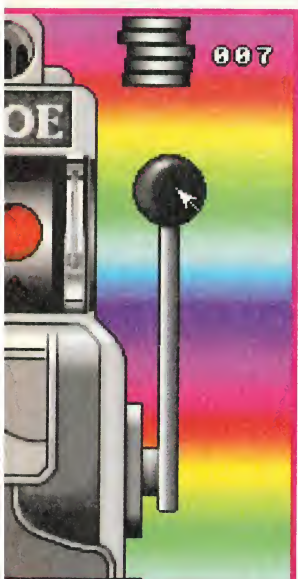
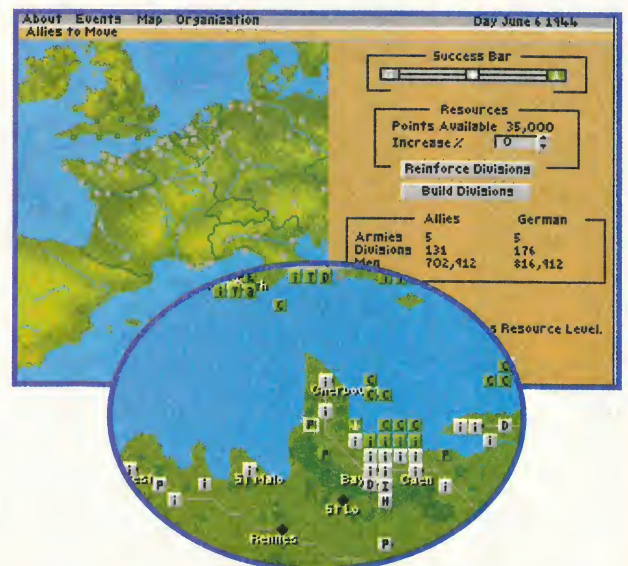


D-Day - The Beginning of the End

Impressions
(All Amigas)

Place disk two into your disk drive and turn on the power. A menu screen will appear and you should choose the corresponding number to load D-Day — The Beginning of the End. This superb demo is mouse controlled and features all the aspects of the finished game with a couple of obvious restrictions. The game will end after one of the following sequences of events has occurred; either three Micro-Miniatures Battles have taken place (the zoom mode is omitted from the demo) or 10 campaign turns have elapsed.

The gaming system is the same as that used in the Blue and the Grey so anyone who is familiar with that will be instantly at home with this. All the options available to a real campaigner are there, allowing you to do wondrous things such as control troop movement and send in reinforcements when necessary. The demo is designed to give you a taster of what will be available if you buy the finished game, so don't expect to be able to win the entire war.



Graham Gooch

Audiogenic
(All Amigas, requires original game)

Load up either Graham Gooch's World Class Cricket or Graham Gooch's Second Innings and choose to load teams.

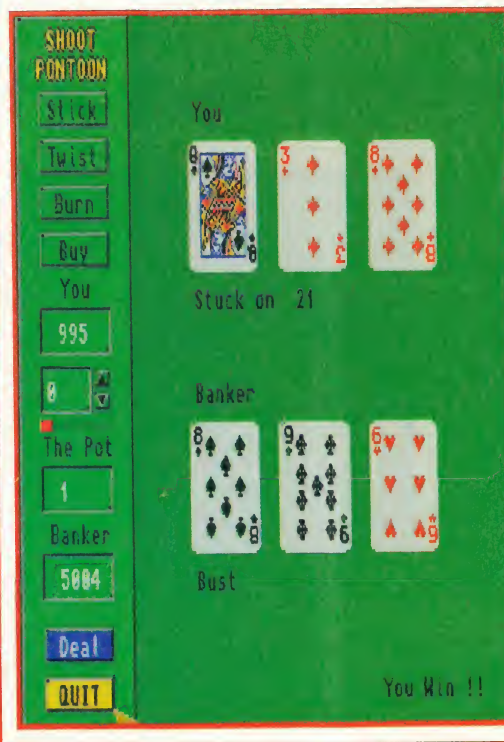
Put the disk in the drive and select to load the England and New Zealand teams in the usual way. It's as simple as that and allows you to compete in the series taking place at the moment.

Shoot Pontoon

PD
(All Amigas)

Put disk two in the drive and turn on the power. When the menu appears, press the correct number and Shoot Pontoon will load. The game is basically pontoon, so keep buying cards until they add up to either 21 or as close as possible without going over. If you do go over, you will be bust. The dealer is trying to beat you, if he gets closer to 21 than you he will win the pot.

The game is mouse controlled and for those who don't know how to play, twist means ask the dealer for another card and tick is stay on the number of cards you have at that time. It's as simple as that.

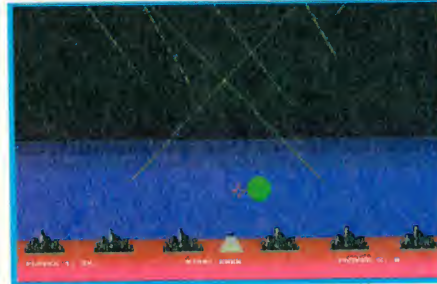


Missile Command

PD
(All Amigas)

Once again, place disk two in your machine and switch on the power. When the menu screen appears choose the corresponding number and Missile Command will load. Choose to start the game and the familiar Missile Command main screen will appear. The game is mouse controlled and is simplicity itself to play.

The Missiles falling towards your bases are displayed as green lines and you must hit them before they land. This is done by aiming your guns with the mouse and firing them with the mouse button. A blast will spread out from the point of explosion taking with it any missiles that are caught in the radius.



As you progress through the levels, the game will speed up and the barrages become more severe.

As you progress through the levels, the game will speed up and the barrages become more severe.

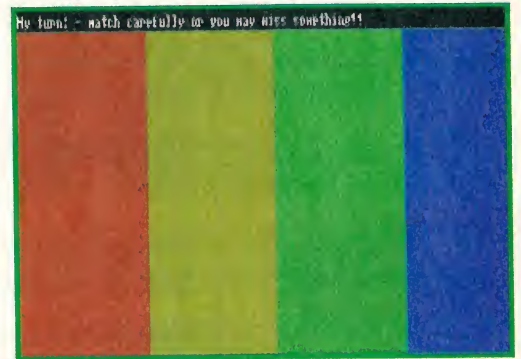
Simon

PD
(All Amigas)

Put disk two in the drive and turn on the power. The menu will appear and you should choose the number that will load the Simon game. This is a memory exercise that should bring your childhood flooding back, however recent it may have been. The computer will play a sequence of musical notes and at the same time light a light on the screen.

The higher the skill level you select, the quicker the notes and lights flash up and the less time you will have to remember the sequence.

To repeat the order, you use the keys F1-F4 and a press off each will light the corresponding light. F1 is the light on the far left, F4 is on the far right with F2 and F3 representing the ones in the middle.



Duff Disks

We do try to ensure tape doesn't appear on the metal shutter but unfortunately we cannot always guarantee it. If you do get a disk like this, please be careful as to how you remove it. If the shutter gets damaged in any way, please return it to the address on the coverdisk page. Europress cannot accept any liability for disks which damage a disk drive.

WORLD CUP YEAR 94



**THE NO. 1
SOCCER
CHALLENGE
OF THE
YEAR!**



SENSIBLE SOCCER

"Sensible Soccer was playing - who needs England when you've just got hold of the best PC football game of all time anyway!?" - *PC Home*
 "Definitely, without the merest inkling of a suggestion of a shadow of a doubt, the best football game ever" - *Amiga Power*

GOAL!

"Fast - Frantic and a good alternative to Sensible Soccer". - *PC Review*
 "Goal is undoubtedly a superb game, you can never have too many good football games and Goal is certainly one of the best" - *The One*

STRIKER

"A great and very playable football game" - *PC Review*
 "It's a stunning debut, and all Striker is missing is the half time oranges" - *CU Amiga*

CHAMPIONSHIP MANAGER 93/94

"The attention to detail is excellent and the number of features too numerous to mention..." - *Amiga Format*
 "The most addictive management game available. It's still the best" - *PC Zone*

**THIS INVINCIBLE COLLECTION OF FOUR NO. 1 CHART TOPPERS CANNOT BE RIVALLED!
 AVAILABLE FOR IBM PC & AMIGA**

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AMIGA
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*The Amiga's most hard-hitting
magazine delivers the essential
guided tour of the Internet -
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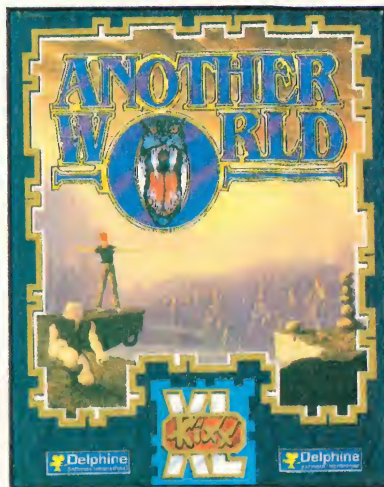
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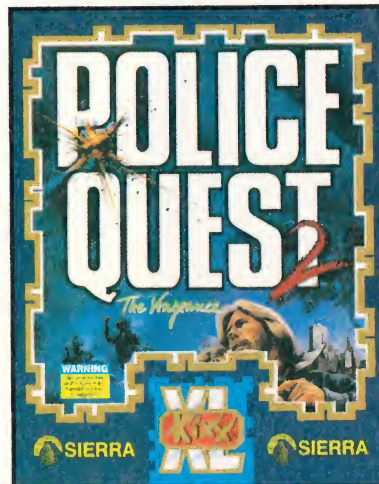
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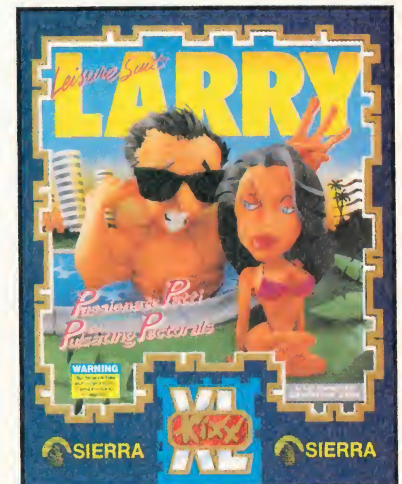
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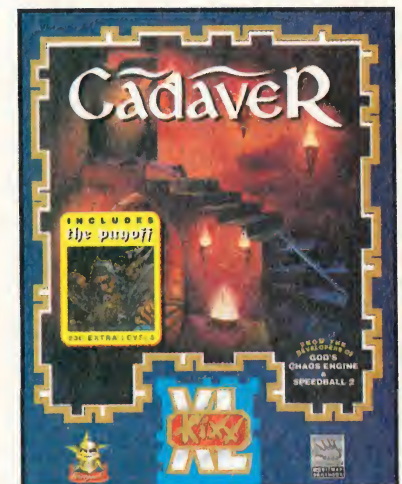
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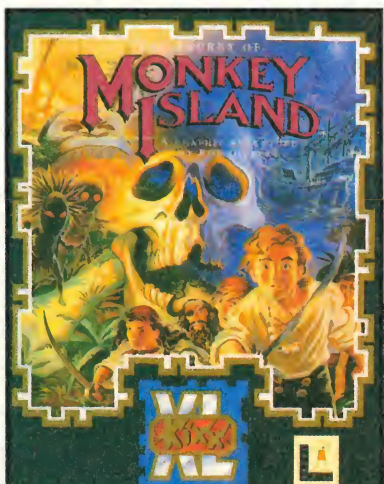
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THE VERY LATEST ON THE COMMODORE BUYOUT

First word

We do listen to you, you know. "More screenshots on the contents page," you said. "Use large screenshots sometimes," you said. "Let's have more long reviews," you said, and we deliver. Amiga Action has changed a bit this month in keeping with what both you and we believe is the best Amiga mag around. Boggit's son turns up to solve your gaming woes, and F.I.F.A. Soccer is close to its long awaited Amiga release. We haven't finished yet either, so any last minute suggestions/complaints/praise/money is more than welcome. Cheers then,

PAUL

No news is good news?



At the time of going to press speculation about the future owner of Commodore is still rife, despite our suggestion that, by this time, the buyer's name would be public news.

Commodore UK of course is merely one small but important part of the international US-based corporation that is Commodore, and it seems ironic that they are affected by takeover bids when the UK accounts have constantly been in the black.

Nevertheless, affected they are, and from the number of companies rumoured to be interested, one name now stands in the fore.

Samsung, the south eastern manufacturers of TVs, videos, microwaves, stereos, monitors and more, is the name on everyone's lips (and like

we said last month, the rumour may be fact by the time you read this), and they are reported to have been in negotiation with Commodore for at least a couple of months.

Worries about the future of the Amiga can surely be scotched if Samsung are indeed in the hunt: with their track record and financial backing they have more than enough clout to support the machine through its next phase of development.

More than a handful of phone calls regarding Commodore's closure have reached the office, one or two from people who were informed by Dixons that their lack of Amiga stock meant that CBM were gonners. This isn't true, and Commodore UK are trading as usual. And maybe, come next month, under a new big brother...

Have a butcher's

It still remains to be seen whether Commodore's CD1200 drive will get a release, what with the expected high price and non FMV compatibility, but frankly we're getting fed up with you lot asking us about it - so here it is. Yes, it looks the part for sure, and would certainly decorate any A1200, but that's all we know about it for now, so make do.

Something that definitely is on the way is the Amiga Zappo CD-Rom drive, another A1200 plugger-inner. Kitted out to accommodate Photo-CD (anyone actually got one of those?), music CDs and, of course, CD32 software, it could steal a march on the official Commodore peripheral since its release was set for the end of June.

But at £199.99, and with speculation growing regarding another CD32 price cut before the year is out, it retails perilously close to the price of the full machine.



OH DEAR

Oh dear, this page has turned out a touch on the techy side. Sorry about this - here's a bright picture of a colourful game to redress the balance.

PIRATED CDS, MEGA DRIVE CONVERSIONS

We told you so

Piracy, the scourge of the Amiga games industry was supposedly coming to an end with the advent of the CD32. We were told that pirates would not be able to make illegal copies of new CD games, leading to higher profit margins for software companies and hence lower prices for consumers. We told you differently in issue 58.

Now, following a series of raids by their inspectors, ELSPA have warned that the market is facing a flood of illegal compact disks featuring pirated and pornographic material.

At the end of April seven police raids were initiated by ELSPA's crime unit and investigations are now pending into alleged criminal conspiracies to produce and supply illegal CDs.

This is a major shock to the industry as it was thought that the cost of producing CDs would be enough to stop the crime being worthwhile for pirates. To do it properly can cost upwards of £4m, although equipment for inferior production on disks known as CD-R's costs as little as £2500.

It would seem that organised piracy is a far more lucrative business than was once thought, and the storage capacity of a single CD filled with pirated goods is enough to wipe out several thousand pounds of profit. Indeed the ELSPA investigations are reported to have discovered up to £20,000 worth of business and leisure software contained on a single CD.

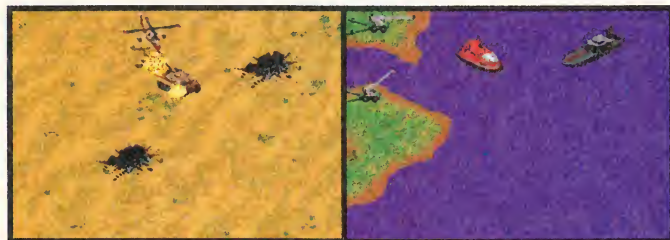
The head of the Crime Unit, John Loader said: "The huge capacity of CDs combined with the low copying cost now poses a threat to the entire commercial and leisure software industry."

He made this appeal to the general public: "We would like members of the public to contact us should they have any more information about illegal software. Particularly we would like to hear from those who have come across large quantities of commercial software on CD-R's which are easily identifiable by their golden colour."

It is not just gold CD-R's that are the problem though. Some ordinary silver CDs have been discovered. This is even more worrying, as it means that some pirates have access to the more expensive method of duplicating compact disks. It is thought that these people are posing as legitimate software publishers and hiring commercial pressing facilities to make large quantities of high quality copies.

John Loader has urged the owners of these machines to vet potential customers far more carefully. "It is most important that commercial copiers and games companies hiring out their own facilities check the credentials of their customers before allowing them to duplicate disks," he said.

So the CD32 has not killed off the pirates as it was thought it would, but moved them on to bigger and brighter projects, which if not cut out quickly could pose a serious threat to the future viability of Amiga software production.



Cannon Fodder 2

Yes, it's official (semi). Cannon Fodder 2 is on the way from Sensible Software and Virgin. The busy Sensible boys, currently working on both Sensible Golf and Sensible World of Soccer have found time to squeeze in a sequel to one of the most popular games of all time and are even hoping for

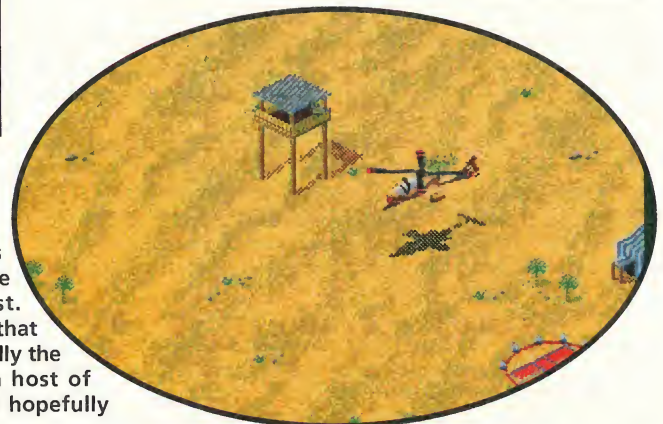
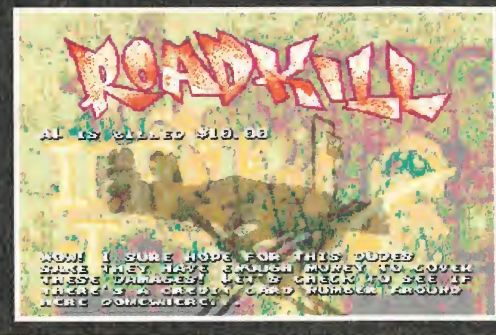
a pre-Christmas release. At present the game is untitled and details are sketchy to say the least. What we can assume is that the game will be essentially the same as the last with a host of new features, ideas and hopefully blood.

EA tide comes in

Electronic Arts, one of the most prolific not too mention successful Mega Drive publishers, have signed a deal with Manchester's Ocean Software bringing many of their range to the Amiga.

The full line up contains Skitchin', the recent Road Rash variation on roller skates, Jungle Strike, the sequel to the hugely successful Desert Strike, NHL Hockey and its Brutal Sports-esque counterpart Mutant League Hockey, PGA European Tour and Shaq Fu, the forthcoming beat 'em-up based around the antics of NBA superstar Shaquille O'Neal.

This means a rosey (and expensive) Autumn for Amiga owners. But just one question: why no sequel to John Madden?



LATEST GOODIES... WALL CHARTS... MOUSE MATS

Better for buttheads

Vulcan Software have made a hasty alteration to the excellent Valhalla before its release (which will have taken place by the time you're reading this (unless you break into the office before July 4th and read rifle through everyone's computers)) to make things just a little easier.

Now it must be said that we here at Amiga Action don't totally agree with what they've done, but they've gone ahead with it anyway (and rightly so - like, who the hell are we to issue orders?). They have made the breakable tiles - the ones which see you spinning through the floor to your doom - more distinguishable, because apparently opinion was that death occurred too often.

No one here found it a problem - we just assumed that's what the maps were for - but anyway, that's what they've done for your convenience, and good for them we say. Albeit in a slightly grumpy fashion.



Now even easier so that brainless people like can enjoy it too. Which is good, we suppose



Eek

Mice, they're not very interesting really are they? Not the domestic pet type - those are OK for various torture pursuits, but computer mice, well they're just mice really aren't they?

Funny thing is that this month, manufacturers of said icon drivers seem to have gone a bit mad. Spectravideo (they like their press releases they do) suggested that we should use their new product as a frisbee, carpet tile, hot dog holder and blotter. Of course when we interrogated them thoroughly they were shamed into admitting that what they had was indeed just a simple mouse mat.

Not so with 'The Mat' (good name). They simply would not be bowed, and insisted that what they offer are indeed inexpensive provocative pictures which just happen to make good mouse mats. We think both companies are wasting their time, and won't be giving them any exposure here.

FREE WORLD CUP WALL CHART FOR YOU TO KEEP!

Special commemorative gift from Amiga Action!

Oh yes, World Cup fever has well and truly taken over. Every person from every nation of the world sits glued to their television night after night in anticipation of the dazzling skills of the Brazilians(!), the stalwart professionalism of the Germans(!), the astonishing thespianism of the Italian(!)s and the downright poorness of Bolivia and Saudi Arabia. EveRyone apart from the Yanks that is, who wouldn't know the difference between a football match and a piece of mouldy stilton.

And in celebration of this most famous of sporting galas, Amiga Action is proud to present you with a magnificent World Cup wall chart. But why put yourself through the bother of filling in the early rounds? Our superb gift couldn't be easier to use: simply wait until the whistle blows in the final, then fill in the score and presto! - a splendid keepsake bearing the name of the winners, and for real fact fans, the losers too. Cut your wallchart out now - it's an offer that can't be repeated!



World Cup Final Sunday July 17 1994

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In **AMIGA**
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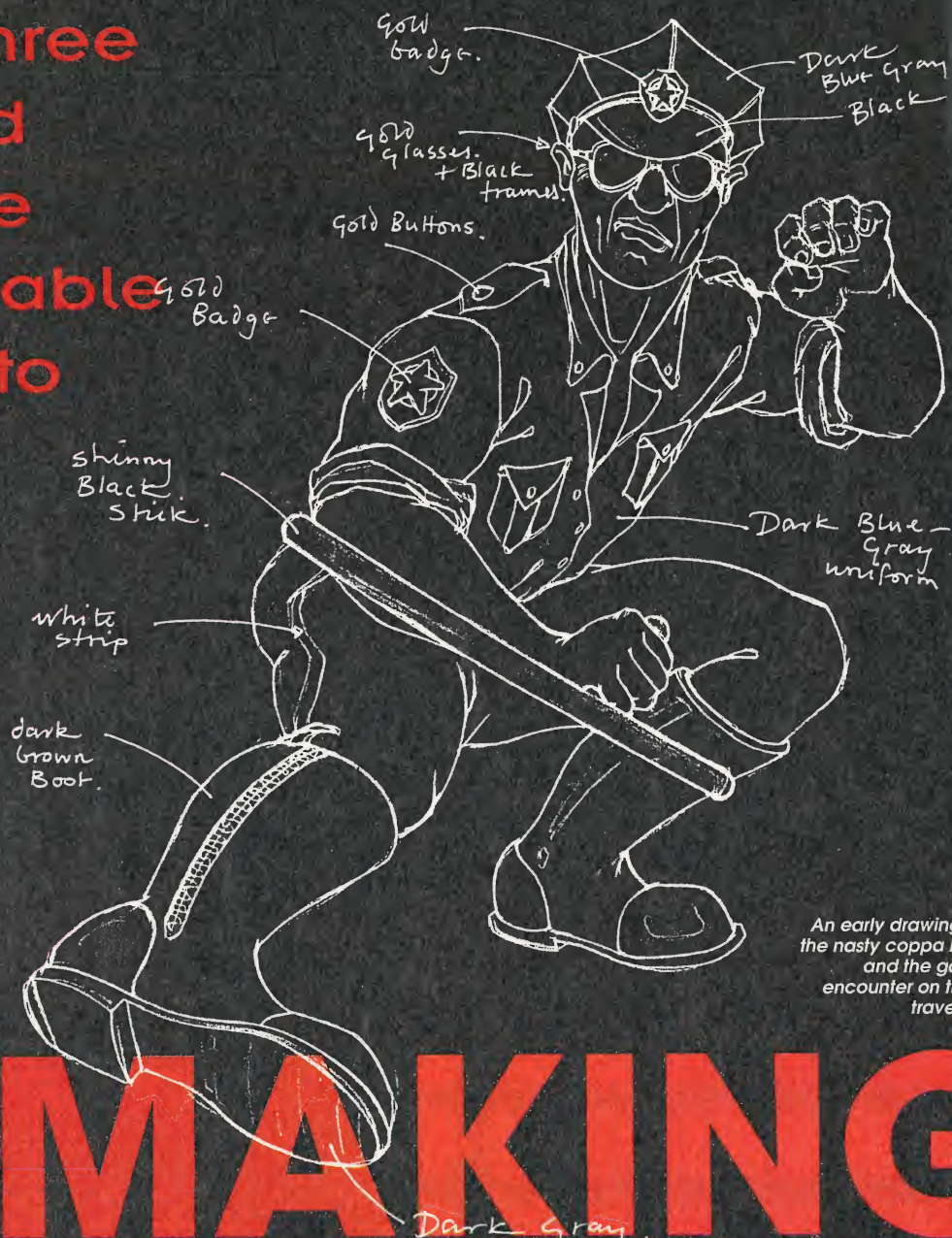
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Tower Assault inspected

GORE BLIMEY!

Banshee, Core Design's
devastating
shoot-'em-up
explodes
onto the
Amiga



"Even in this three inch pixellated form, the sprite bore a remarkable resemblance to Neil [Axe] himself"



An early drawing of the nasty coppa Neil and the gang encounter on their travels...

THE MAKING



Part 5

He's a nice guy in real life, but you still don't want to be spilling his pint

MysterX then – what’s going on, is it the next big thing or a load of hot air? The proof of the pudding is in the, er, screenshots, and yes! – we have some at last

BY: PAUL ROUNDELL



Spot the difference! Neil Axe is reincarnated in pixel form, right down to the haircut!



PREVIOUSLY...

Sifu Neil Axe, martial arts expert extraordinaire and founder of the AGK Academy in Aylesbury, is the focus of Millennium’s forthcoming beat ‘em-up. And why? Well, he’s not exactly your average man on the street, that’s why. After twenty-odd years of dedicated training, and almost as much time spent studying ancient Chinese legend, Neil is now ready to become the earthly portal for the ancient and banished five guardians of the earth. Sounds strange – ridiculous even, but hey, no-one said that life was simple...

OF MYSTERX

The job was a good ‘un. Last month’s martial arts session had been successfully avoided and I arrived in ludicrously sunny Great Shelford sporting all four limbs – not a bruise to be seen – ready at last to see for myself what all the commotion was about.

An attic room at Millennium HQ had been commandeered by the Axe posse (Julian, Michael and Roger – the ‘other three’ game stars – were present, along with Neil’s licensing agent Brian Larcher), who earlier in the day had signed up deals for more than half a dozen products ranging from keyrings to collectable ornate weapons. All very interesting, all very nice, but after months of following its progress I damn well wanted to see the game and I would not be denied.

“The Neil sprite is the only one we have programmed in at the moment,” confessed producer Chris Elliott, in a pseudo self-conscious no-one-from-the-media-has-seen-the-game-yet kind of way. “And of course it’s at an early stage and very few of the moves have been put in yet...”

It only took about two seconds of looking at the game sprite to realise that even in this three inch pixellated form, it bore a truly remarkable resemblance to Neil himself, and I mentioned as

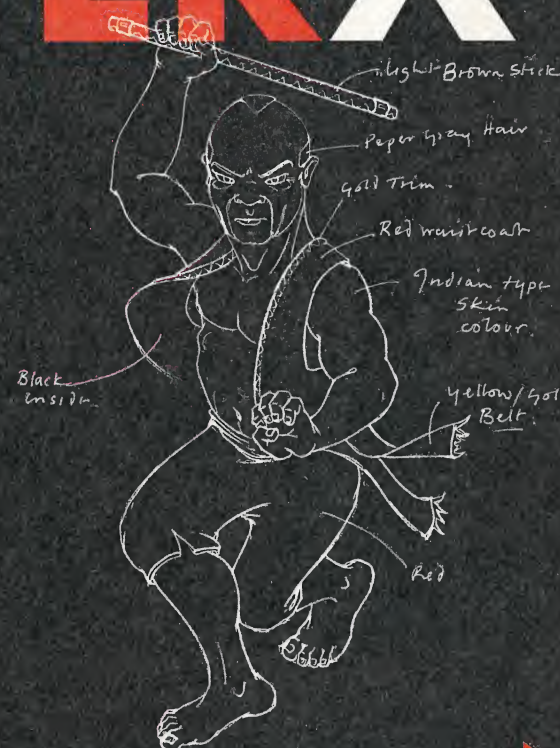
much to the gathering.

“We immediately recognised it as Neil as well,” said Julian. “Not from the way it looks, but the way it moves. We’re all obviously very familiar with Neil’s techniques, and the way in which these have been recreated is just fantastic... unbelievable.”

So were the guys pleased with what they’d seen so far? “We’re reserving judgement until we see ourselves in the game,” offered Julian, though he surely couldn’t fail to be impressed. The amount of animation involved even at this stage, and the fluid and realistic body movement, incorporating such minute detail as a rippling stomach and a slight swivel in the ball of the foot is superb, and Neil delighted in demonstrating just how close the sprite’s ‘Hammer Fist’ technique was to that of his own. Needless to say I stood well back.

Before we go any further, let’s straighten out some facts. The official title of the game is Master Axe: The Genesis of MysterX, pertaining to Neil as he is (Master Axe), and his struggle for the honour which is MysterX (the portal for the five guardians). In typical MysterX fashion though, it isn’t just as simple as that.

“The game will be split into four distinct parts”, said Chris. “The Academy, Coast to Coast, Trial by



"For 15 minutes the air was filled with the sound of breaking breeze blocks"

Combat and Spirit Struggle, and each part will test the player on a slightly different level, as well as portraying varying types of atmosphere."

The Academy is essentially a trainer level to enable the player to come to terms with the control and become used to performing all the moves. Spirit Struggle is a two-player part, whereby the contestants control the dark and light (good and bad) side of one of the four characters on the spooky spirit plane.

Another two-player bonanza is Trial by Combat – a tournament mode based on the four's trials and tribulations in the martial arts festivals of places like Las Vegas, Los Angeles and Maui. The part that I, and I suspect everyone will find the most appealing though, is Coast by Coast – destined at one time to be the game's overall title – a one-player game featuring the previously mentioned cyclathon across the states.

As well as Neil, Roger, Michael and Julian, one of which you will be able to control, there are to be eight computer adversaries who crop up in various locations. Mistah Midnite, Hunting Wolf and Sergeant Attitude (based on a real-life cop with a bad attitude from California) will be joined by a host of others from the Pittsburgh Steelworks, San Diego Sea World, Statue of Liberty and more.

Two of the backgrounds which are semi-complete at the moment are Mount Rushmore and the White House, and – yes, you guessed it – they look great.

Neil was especially pleased with the backgrounds. "I've spent months now looking at just about every other beat 'em-up there is," he said, "and all right, I'm biased: I don't like special moves, and I think that, from a martial arts viewpoint, which some of them try to emulate, the movement is ridiculous. Apart from all that though, there is a tendency to treat the backgrounds as an afterthought. 'A pier somewhere', 'a city street anywhere', that kind of thing. What these guys have done though is just superb..."

"We wanted to make the backgrounds recognisable for what they look like, not what we call them on the title screen," added Chris. "And

you can decide for yourself whether we've done it right or not." They have.

If any other endorsement than that of the mighty Amiga Action were needed, MysterX has it in plentiful supply, as Neil explained.

"During the course of the game, to keep in theme with the mixture of myth and reality, a few people from the world of martial arts crop up – just a few of my closer friends who I've known for years.

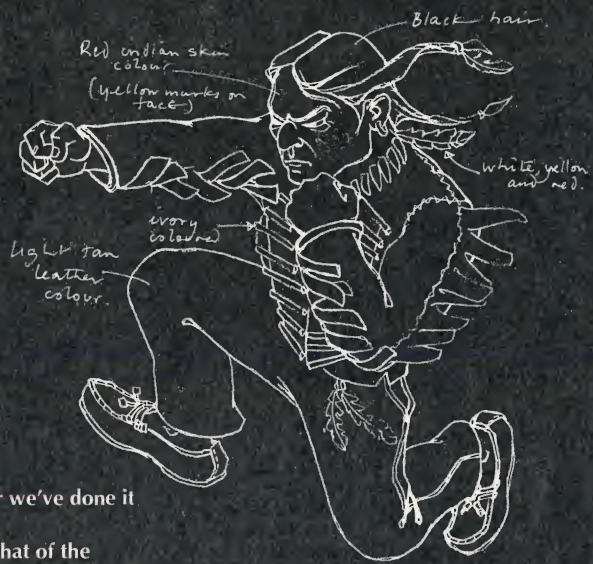
"For example, one of the computer opponents (the small baldy-headed one knocking around these pages somewhere), though largely made up, is based on Dan Inosanto, one of the more respected martial artists in the world. He was Bruce Lee's mentor, and stood by his brand of arts when others were scornful, and has done much the same for me. It's just a little tribute to him really."

Now that the game is hurtling along it was time to talk of release dates. "It will be out before Christmas," confirmed Chris. "The A500/600 version will be released first, with the A1200 and CD32 versions following soon after."

Most companies have shown a tendency over the past few months to go the opposite way including Millennium themselves with James Pond 3 – so what's the idea?

"We got some really great guys working on the project, and we have a lot of very special equipment, and the standard version will be excellent. But there is only so far we can go with the ideas we have, and the 32bit machines will allow us to take them further. By doing it this way, owners of the highest spec Amigas will be able to see for themselves the differences."

One possibility is that the A500 may have slightly less moves than its more powerful



counterpart – something that Neil and Chris were in mild disagreement about...

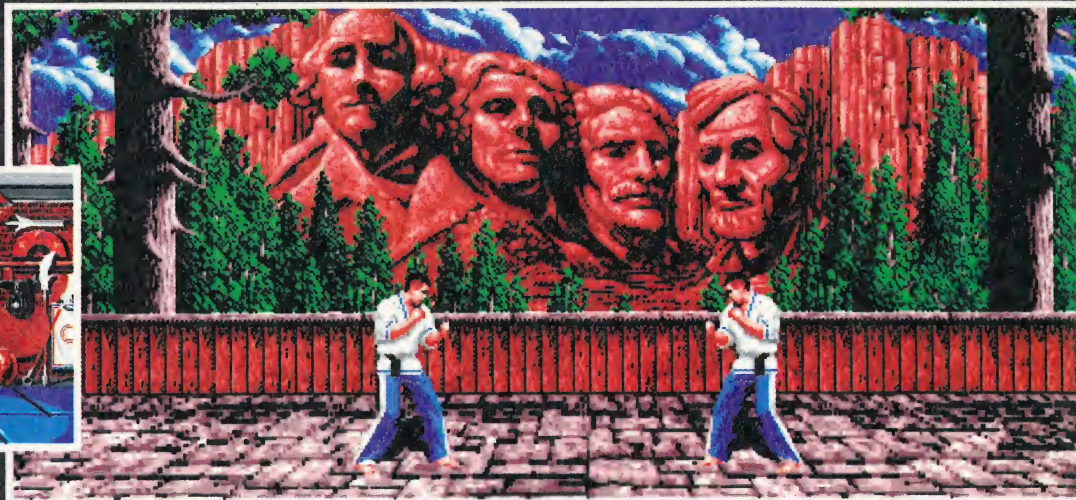
The limited demonstration that was running incorporated just one or two – admittedly impressive – moves. A Sega joystick was the means of operation, with two of its three buttons required to play. Chris didn't seem bothered by my queries as to how it would work on a one-button Amiga joystick. "Well, er, we shouldn't have a problem with the CD32!" he offered. "No, the aim at the moment is to get everything running, and then we'll sort out the one-button control." Oo-kaaay...

Time was pressing – I was a long way from home with a hot date with the chiroprapist (ah, the glamour) scheduled for the following morning, but I couldn't leave – apparently – without witnessing a demonstration of what the guys do best.

The Millennium lawn was cleared, and for 15 minutes the air was filled with the sound of grunts and breaking breeze-blocks. And planks of wood, and roofing tiles... A flicker of doubt crossed my mind when a bed of nails was produced from Neil's car ("You can't avoid the pain – it's a matter of shutting it out"), but nasty accidents were avoided, despite Julian's exuberance with his mighty broadsword when in particularly close proximity to my head, and the session ended without event.

I'd done it! I'd seen MysterX at last, and, perhaps most important of all, had survived a day with Neil Axe without having to remove my shoes and make a spectacle of myself... **A**

Mount Rushmore is one of the sumptuous locations on the cycle ride stage, complete with sheer scaling on the floor, and impressive shadow effect



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9	⊕	SABRE TEAM	KRISALIS	£29.99	STRATEGY	93%
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★ = RE-ENTRY ⊕ = NEW ENTRY

Action Reviews ▶

Nothing is spared the all-conquering force that is Fiona's new design, and the reviews go under the surgeon's knife too...



CD32

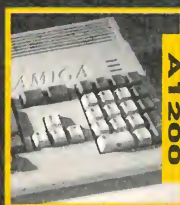
Amiga Action is the bottom line in Amiga games, and everything is given the mark we truly feel it deserves. Computer games are entertainment, and we judge largely on the enjoyment value of a product. Sound, graphics, originality and gameplay are all scrutinised by us, your friendly know-it-alls. Price occasionally enters into the equation; a particularly expensive game (or the



A600

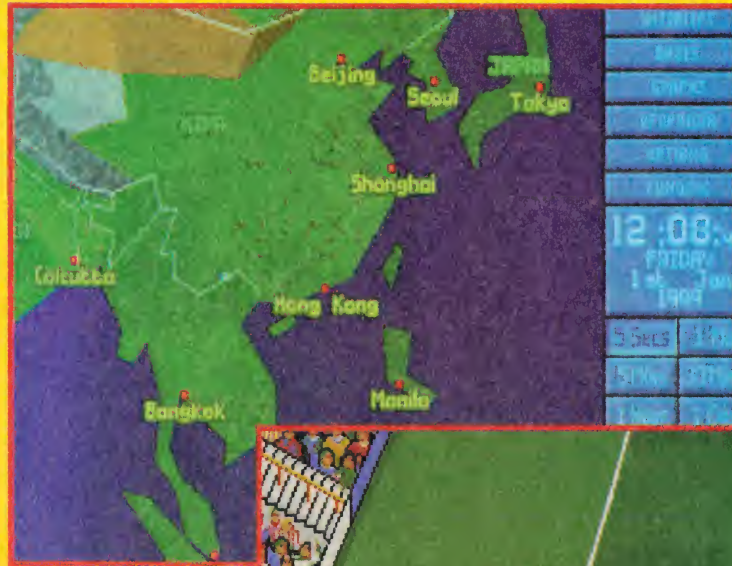
opposite) may be looked upon in a slightly different light. But it's basically all part of the value for money. We know

you aren't daft (most of you) and leave you to interpret the mark for yourself. A picture of the hardware the game is created for is shown on every review, and unless it is an enhanced or specific version, the machine will be an A600 (which also covers the A500). If the game plays significantly differently on another Amiga



A1200

machine, we'll tell you in the Differences box, and if it doesn't we'll save ourselves the trouble and not bother



U.F.O. p20

Brad Burton fends off an alien invasion, and loves every minute of it!

KICK OFF 3 p40

Paul Roundell holds his head in his hands, and it's not because he's missed a penalty



Bump 'n' Burn p34

Steve McNally finds out precisely why they call it a skid lid!

Plus...

Wembley Soccer

Last Action Hero

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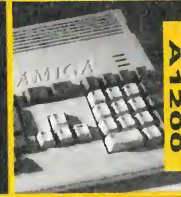
Crash Dummies

Heimdall 2 CD32

Naughty Ones CD32

Frontier CD32

Imp. Mission CD32



AMIGA
1200

ALIENS

UFO: Enemy Unknown

For the last 50 years genuine eye witness accounts of UFO sightings and abductions have been silenced and stories covered up under official secrecy acts. No more

January 1998: authorities the world over were being swamped with reports of UFO sightings and terrifying stories of abductions. No longer could the red tape contain the hysteria and fear.

August 1998: Japan officially established the first anti-alien combat division known as the Kiryu-Kai, but after five expensive months of operations, it was decided that funding for the project was to be dropped, mainly due to the lack of successful interceptions the unit failed to achieve. In the active period, not one 'alien' craft had been downed.

An important lesson was learnt from the example of the Japanese. It was now apparent that the threat was too great and powerful to be tackled by each of the individual military powers.

December 1998: envoys representing all the economically astute countries gathered for a secret meeting in Geneva, the topic heading the bill being to decide on what course of action to take to stem the unknown threat. Days of gruelling discussion followed and eventually, after all the posturing and bravado the leaders all came to the same conclusion...

It was decided that a multi-national force be initialised with the power to conscript any of the world's elite: soldiers, engineers and scientists from any of the countries participating within the X-COM (Extraterrestrial Combat Unit) project.

So with the scene set, let me tell you about the different aspects of this massive game.

Base basis

Your first task is to establish the foundations for the first of up to eight bases, I personally found North America to be the best place to start, having quite a lot of UFOs in the skies and also for injecting the project with the tidiest wedge of cash each month.

Your first base comes equipped with a small radar unit, three hangars, and various storage bays. You're also equipped with a couple of



When inside an alien spaceship, the sensible thing to do is shoot your way out of trouble. Even if they are friendly...



Close quarters combat with an alien aircraft: have your wits about you here. Not sure why, just do



Monthly reports from your worldwide bases tell you just how well you are thought of by your staff. I see our antipodean friends are grumbling again. Sort 'em out Chicken



wn

leased Interceptors and one Skyrainger, from the US and USSR governments respectively for \$500,000 a month. But that's only a fraction of the income you'll receive in the opening months, which weighs in at around \$4m.

Interceptors are the USA's finest air-air fighters, and their speed can match small UFOs' mile for mile. Skyraingers on the other hand are big bulky transporter aircraft that are used to deploy ground troops to crash sites, and combat areas.

Recy

On to the Geoscape; a 3D map of the world which can be viewed at every conceivable angle allows you to monitor alien activity, target areas for reconnaissance and the like. If an alien enters within your airspace, the chances are it'll be tracked by your radar, then its up to you to launch an 'Interceptor' which will pursue the unknown craft, until it gets within firing distance, or outruns the manmade craft whichever comes first.

If your pilot does manage to get within gun and missile lock distance, then it's up to you to choose the ferocity of the attack, the more vicious

your attack the more likely your fighter plane to take damage or, worse still, be destroyed. This real time air-air battle can take up to two hours (but can be speeded up to a matter of seconds by simply clicking on the Accelerate Time icons) as you hound the alien UFO in order not to blow it into a thousand pieces but in your attempt to cause it to crash land.

The main portion of gameplay goes into the small arms combat game. This takes place for one of several reasons; either you down a UFO and send a Skyrainger over there to assess the wreckage; or an alien terror ship lands slap bang in the centre of a populated city.

You have to send your squad into the besieged capital and take back the city. Usually this wouldn't cause any problems, but the civilians do their best to get in the way. The aliens target the unarmed humans and do their best to cause as much damage to both the city and the denizens to affect the world's morale.

The system uses a main display which takes up 80% of the screen, whilst the remainder is taken up by a powerful row of icons – quite



The clever line-of-sight utility makes for exciting and nerve-jangling arcade-style gameplay

confusing initially, but after a few minutes you'll be well away. This snazzy system allows you to take control of each of the members within the assault team.

This is done using a turn method, each soldier being allocated AP's (Action Points) and these being used to do things, move, aim, pick up things and the like. The more strenuous the action, the more points it decreases. Once a team members AP's have been expended, you move on to the next troop.

Make sure you don't walk straight into an ambush just as your AP's run out (A common mistake, by rookies). After all your crew have moved, the aliens have their hidden movement. There are in excess of 10 different aliens, each with their own individual strengths and weaknesses. Capturing a live one allows them to be interrogated, possibly revealing important secrets, while dead 'uns can be cut open to find out what makes them tick, and what weapons make sure they don't.

Another cracking feature is the option to replace the names of your assault squad with those of your mates or even your boss! In doing this I personally found I looked after my squad that much better. Needless to say, they can still be used for cannon fodder.

The research part of the game seems to have been derived from MicroProse's Civilisation which was the main stay of the gameplay. Generally, after a skirmish, as long as your team destroys all

Back at the space base, use your fundz (s - Paul) wisely to buy the correct equipment



The best idea is to take things slowly at first. Not unlike some other things, eh? Eh? Eh? Eh?



the aliens there are at the site, the remainder gather up all the alien artefacts to glean information. As time ticks by, your scientists will be able to adapt the artefacts you've recovered from dead aliens and their craft and turn them into items that'll enhance your bases, and warriors' capabilities.

Business nous is as essential as funding. If you don't manage to protect a particular country, funding may drop and if the lack of XCOM superiority continues, monies may be dropped completely. Worse still they may even drop out of the XCOM agreement, sometimes going as far as making unknown pacts with the Aliens. It's at this point when you should start looking around the



You've tracked down a UFO and now must decide whether you want to attack it or offer it biscuits



Check out Anatoly - he's a bit low in the weapons department, but you can sort that out with a little cash



Keep careful track of your action points - you never know when an alien might come around the next corner, all big and scary and horrid...

countries in question scanning for alien bases. As soon as you locate one, it's advisable to deploy your most powerful soldiers and tanks in order to dent the aliens' pride, and of course have a look into their storage rooms. Who knows

what items you'll find? It's at this stage in the game that more than a little inspiration has been taken from the classic 'Aliens' movies.

If you thought Alien bases on Earth were bad, they [the aliens] don't appreciate XCOM building their own bases. Should they discover the location of the XCOM command centre they'll undoubtedly launch an attack. Technology permitting, you may have created grav shields that'll make landing their craft take that little bit longer, allowing your base security to take another blast at the aggressors. If the worst comes to the worst, they'll land and begin to storm your base. This can end in a bloody battle as your seriously out-gunned troops have to fight a pitched battle to the death or lose control of the base, and in turn the Earth.

Die scum!

Aside from playing the game the correct way, I found myself creating my own bizzare sub-games. For instance, after two of my squad were picked off by a sniper hidden on the third floor of a residential block, I decided that he deserved to die a little more violently than a bullet hit directly into the back of the head. So darting from the cover of another building, I positioned the remaining troops around the base of the building, each of which planted a high explosive charge and a couple of turns later the whole building was levelled. Such is the beauty of this amazing game. Another game of my own invention involved me seeing how many aliens a lone soldier could take out... Rambo-style.

Regardless of the fun sub-games you'll no doubt create, the overall aim is to locate the origin of the invaders, arm yourself to the teeth, and in turn give them some of their own medicine. Administering this treatment entails a journey to a distant planet... and only then will the true secret behind the UFO invasion be known! **A**

THE LOW-DOWN

PUBLISHER MicroProse
CONTACT 0454 326532
HD INSTALLABLE Yes
PRICE £34.95

GRAPHICS	86%
SOUND	87%
PLAYABILITY	94%
DIFFICULTY	Variable

Easily the most original and innovative game in the history of the Amiga, this really is a case of 'believe the hype' for once. MicroProse have done themselves proud turning a well thought out sci-fi fantasy into a smooth-playing, impressive-looking game. It's the type of game that'll appeal to spoddy strategists and gung-ho arcadesters alike. Explosive action - the likes of which only a Hollywood-style budget could create - compacted onto a few small disks... awesome. It gets my vote for best game of '94... believe that.

REVIEWED BY BRAD BURTON

SECOND OPINION

I was looking forward to this immensely for months and the finished product hasn't disappointed. Perhaps not as stunning as I was expecting but if you're looking for a game that will keep you involved for months then I can think of none better than this.

OPINION BY STEVE

OVERALL SCORE

92%

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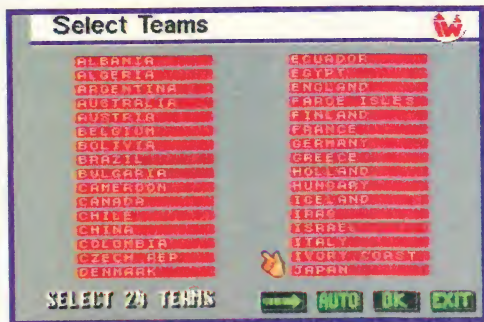
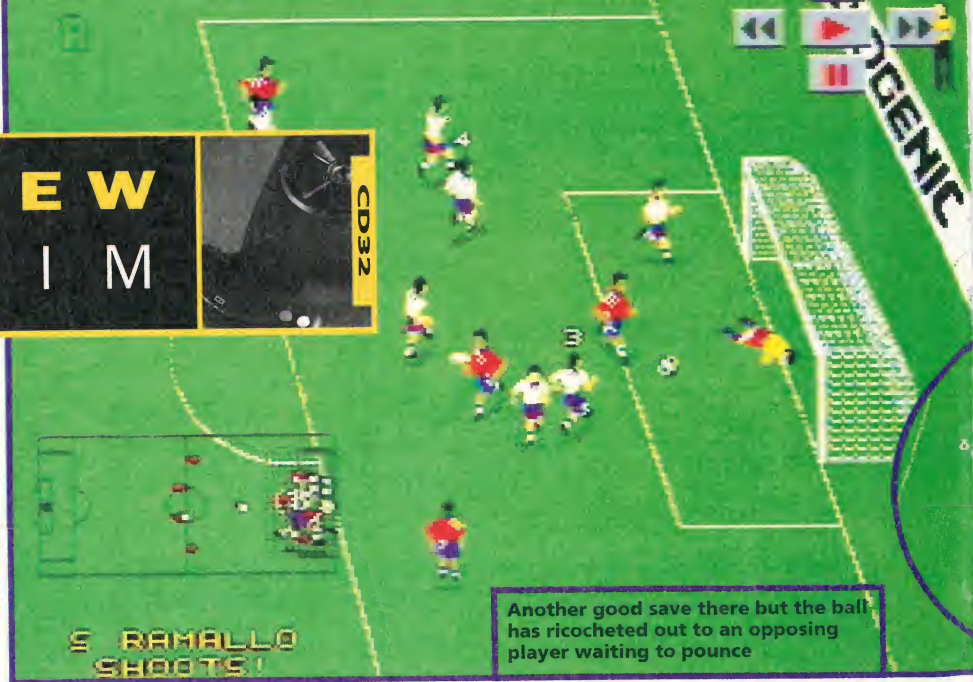
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ACTION REVIEW

SPORTS SIM



This is just one of the screens packed with international teams for you to choose from. Bags I be Ecuador



Another good save there but the ball has ricocheted out to an opposing player waiting to pounce

Wembley Intern

Get yourself down to Wembley for the first soccer sim to be just that, a simulation of how the game is really played. Even better than the real thing?

accurate version of the sport yet seen on a computer. The yardstick I use to demonstrate this game's authenticity is your ability to put in a telling cross, for the simple reason that it has never been available before, at least to my knowledge.

Wembley Soccer allows you to do a lot more besides as you pull off some spectacular inter-passing movements complete with one-two passes, backheels, volleys, bullet headers and flick-ons. Actually, to say we have never seen its like before is not strictly true. I am led to believe that this is almost identical to the Ocean game, European Champions, which coincidentally was programmed by the same Audiogenic team responsible for this. This is only a bad thing if you own the Ocean version because if you don't and you like your football this is for you.



Set pieces: one of the few things that could have been bettered

This is actually the first of the football clutch to be reviewed this month, so I suppose it has an unfair advantage over the rest of them in that it will not be compared to its main rivals. I honestly can't see them being much better though, because Wembley International Soccer is something very special indeed.

Audiogenic's offering can't really be held up alongside games like Sensible Soccer and Man Utd because it is what I'd call a football simulation rather than a football game. Sensible and MUPLC are great games in their own right and we all love them to death, but they don't offer much in the way of realism.

Wembley addresses the demand for realism highly successfully. This is quite simply the most

An excellent touch

The best feature, and certainly the most innovative has to be the one-touch option. Put simply, this is the bit that allows you to emulate either the silky skills or the long ball tactics of your favourite Premier League teams. As the ball wings its way towards you, a quick tap of the fire button will either select or deselect one-touch mode.

With it on, the player will lay off the ball in whichever direction you choose or, if he is in goal

It must be... oooooooh, great save! (Raaaaah)



A quick glance upfield and you see that Hunt is free



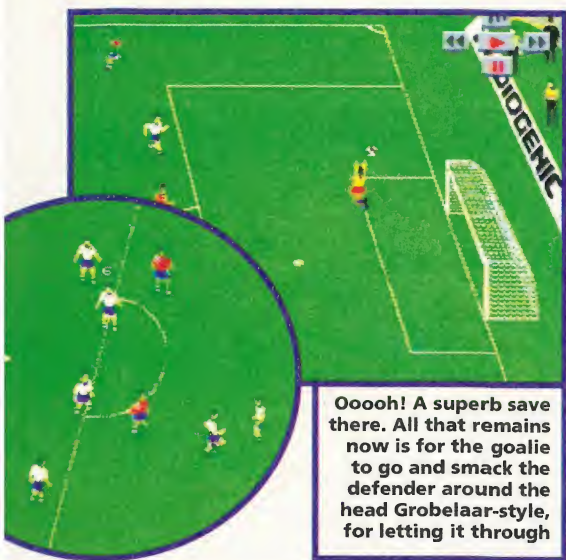
You play a perfect ball right into his stride path. Dangerous!



Hunt spies Richards on the edge of the area and heads on to him



Superbly controlled there. This could turn into a real chance



Oooh! A superb save there. All that remains now is for the goalie to go and smack the defender around the head Grobelaar-style, for letting it through

Wembley Soccer is certainly option city. Not only is there a friendly option but also World Cup and League options too! And a chance to play at that most hallowed of grounds



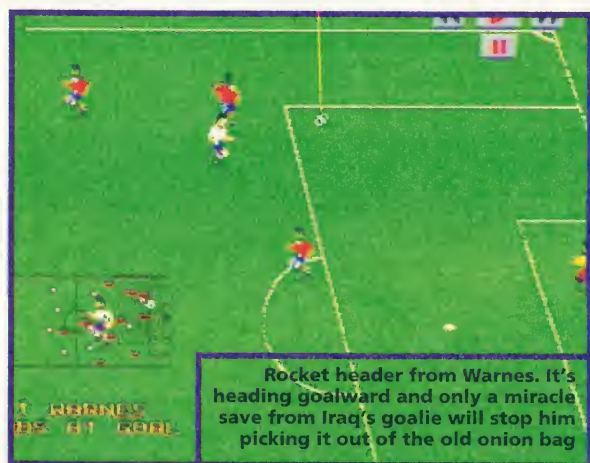
ational Soccer

range, unleash a powerful volley or header goalward. With one touch off, you have the option to bring the ball under control and take a little more time with your pass. This is an excellent way of splitting the defence by looking upfield and threading a ball into the path of an attacker who has timed his run to perfection in order to beat the off-side trap.

Sadly, not all of that last bit was true. For some reason the off-side rule has been omitted completely from the game, I can only presume because, in the past it has not been the done thing to have it in games of this type, but I believe that was because the style of gameplay didn't suit the inclusion of it. Wembley International Soccer, being the most realistic footy game I have yet come across, was crying out for it in my opinion, or at the very least to have it as an option for the player to turn on.

It has to be said this is the only real let down in an otherwise excellent game which features comprehensive cup and league options as well as all the international teams, which don't feature real player names, as in the Rugby League game reviewed last month.

I was surprised at how much I enjoyed playing



Rocket header from Warnes. It's heading goalward and only a miracle save from Iraq's goalie will stop him picking it out of the old onion bag

this. When I read Audiogenic's claims I was highly dubious but I was proved to be entirely wrong and found myself tussling with a dilemma: did I prefer this to Sensible Soccer? In the end I declared the contest an honourable draw on the grounds that the games themselves are certainly not close relatives despite tackling the same sport.

Oh by the way, the A1200 version is identical in every way to the CD32 one and unfortunately there will be no standard A500 version. Bye... **A**

THE LOW-DOWN

PUBLISHER Audiogenic
CONTACT 081 861 1166
HD INSTALLABLE No
PRICE £25.99

GRAPHICS	88%
SOUND	79%
PLAYABILITY	90%
DIFFICULTY	Spot On

Wembley International Soccer took me completely by surprise. FIFA Soccer on the Mega Drive, which is the closest thing I can come up with to draw a comparison, was universally acclaimed by the console magazines as the best football game ever. Well I've played that, and I've played this and I'm in no doubt which one comes out on top. This is far more playable, more enjoyable and basically an all round better game. No matter which game you may have preferred in the past, Wembley International Soccer is damn near an essential purchase.

REVIEWED BY STEVE

SECOND OPINION

Wave goodbye to the overhead perspective football sim. The touchline has always been the best place to stand at your local footy ground, and when you combine this view with the playability of this game, you have an undoubted winner.

OPINION BY NEIL

OVERALL SCORE

89%



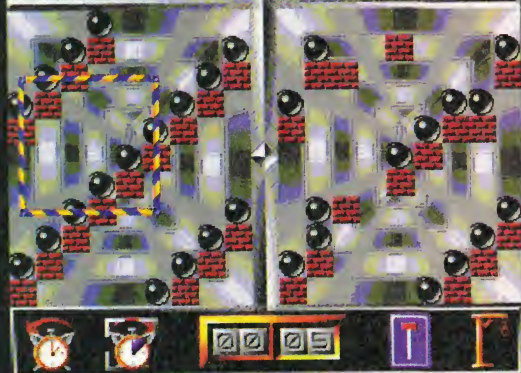
His raking backheel splits the defence

The originator of the move bullets a header towards the top corner...

Bugger! The cat-like agility of the Ecuadorian keeper saves the day

Time is running out...hold onto your sanity...

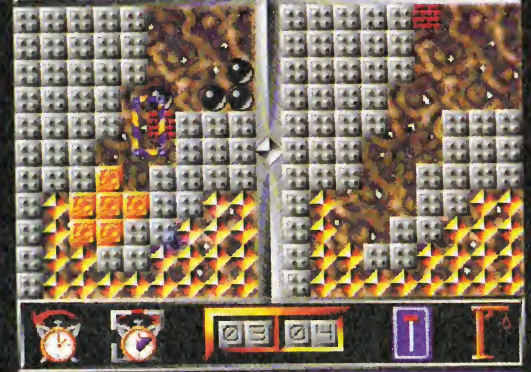
LEVEL 78: INSIGHT IN MINOR EVENTS...



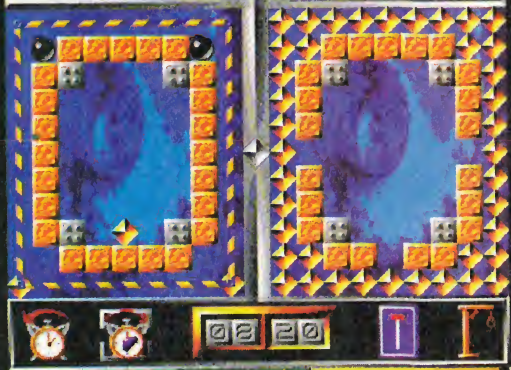
LEVEL 114: THE LIFT



LEVEL 35: A GOLD DIGGER'S TALE



LEVEL 104: THE DIAMOND RING



CLOCKWISE

Clockwiser is an infuriating, addictive, un-put-downable puzzler with over 100 levels of mind-bending fun. It comes complete with its own puzzle editor - its a package which really lets you get your own back!

Move 'em around, beam 'em up, blow 'em up to bits (carefully does it!) cope with self-generating diamonds and much more.....

Available for Amiga / Amiga AGA / CD32 / PC (DOS) / PC (Windows) / PC CD ROM

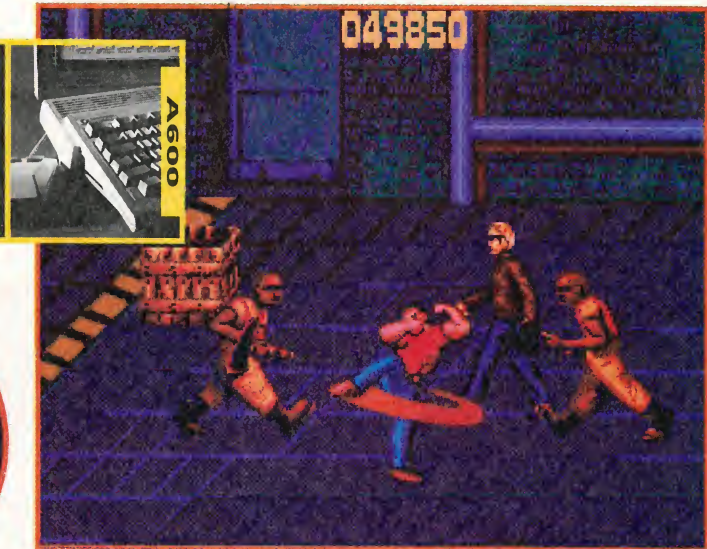
RASPUTIN

38/40 High Street,
GreenStreet Green,
Sunderland, Tyne & Wear, NE1 1BB

Marketed by Kompart (UK)
Phone: 0438 - 840004.

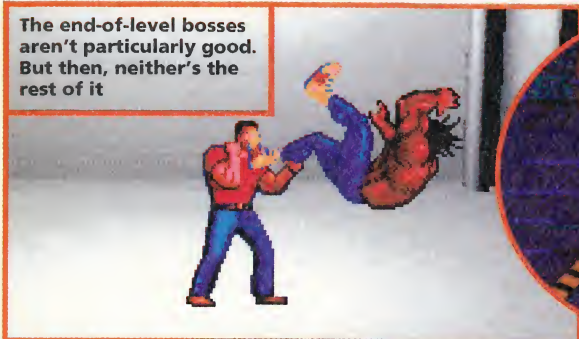
ACTION REVIEW

BEAT 'EM - UP



Arnie's sweeping roundhouse leaves a speed blur in its wake as it connects with a bad guy

The end-of-level bosses aren't particularly good. But then, neither's the rest of it



Last Action Hero

One of the worst Amiga games to 'grace' the shelves? Read on for all the gossip

If I started this review by saying that the film was quite enjoyable, I wouldn't be lying. If I started by saying that the game is worth every penny of its £20 then I would rightfully expect to be strung up.

I'm sorry but if companies get their hands on dross like this and persist in putting it out then it's quite obvious what they're up to. It's a sad state of affairs but this 'game' has been released to make money out of unsuspecting kids who'd buy it because they liked the movie. In all conscience, no-one could honestly say that Last Action Hero is

a good game. Ten years ago this would have been slagged off for awful gameplay, so what exactly has changed? Take the licence away and all you have left is a game that's as unappealing as a pit bull terrier in a tantrum.

If you haven't seen the film it really won't matter. Suffice to say it's a Schwarzenegger movie and it's got lots of fighting in it. Arnie's character was Jack Slater and that's who you'll play. To be honest, I'm not even going to bother explaining the plot. It's irrelevant to the game, which is a beat 'em-up. Walk along from left to right handing out good hidings to all the enemies that attack you. It's been done a million times before and each one of those million has been better executed than this.

Degenerate scam

The sprites, while big and colourful, aren't animated at all well. Once a gang of baddies rush on to attack you they persist in rushing at you until you have battered them into submission. They do however tend to slip past you and have a frustrating habit of getting behind you and making life extremely tricky. Before you know it you're out of lives (unless you change the difficulty levels!) and rather than go back to the start, the preferable option is to turn off the machine, load Workbench and format the disks.

I could go on for hours about what is wrong with it, but I've only got a page so I may as well mention some other bits. Well one really. The music isn't bad if you're into guitar thrash metal-type stuff (which I'm not!).

If the software industry is really degenerating into such a money-making scam then it is a sad day. The programming team responsible for this was also behind Bob's Bad Day which wasn't half bad. This must have been a school project or something of the sort. **A**



A new level brings a new challenge. How long before you have to turn it off?

These odds aren't particularly fair. It's four to one and you're running out of lives



THE LOW-DOWN

PUBLISHER Psygnosis

CONTACT 051 709 5755

HD INSTALLABLE No

PRICE £19.99

GRAPHICS	60%
SOUND	63%
PLAYABILITY	24%
DIFFICULTY	Variable

It sticks in my throat to give out marks like this. It's probably the lowest I've ever marked and it's unlikely it'll be beaten for some time.

It's a disgrace that a big company should consider a release like this. If you've bought it already then I offer my condolences to the family.

And now I think it's time to say what I've been getting round to for the whole review. Don't buy it. Buy the video when it comes out on sell-through because that's OK, but this is utter trash and it isn't really deserving of any more of my precious words. A waste of time.

REVIEWED BY CHICKEN

SECOND OPINION

Oh dear me no. Whatever you do don't buy this game at any cost. Even if you see it in the bargain bin at you local video emporium for 99p don't be tempted, it isn't worth half that amount of anyone's money. Complete and utter rubbish in all departments.

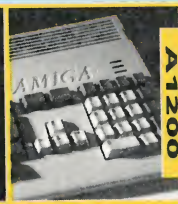
OPINION BY Steve

OVERALL SCORE

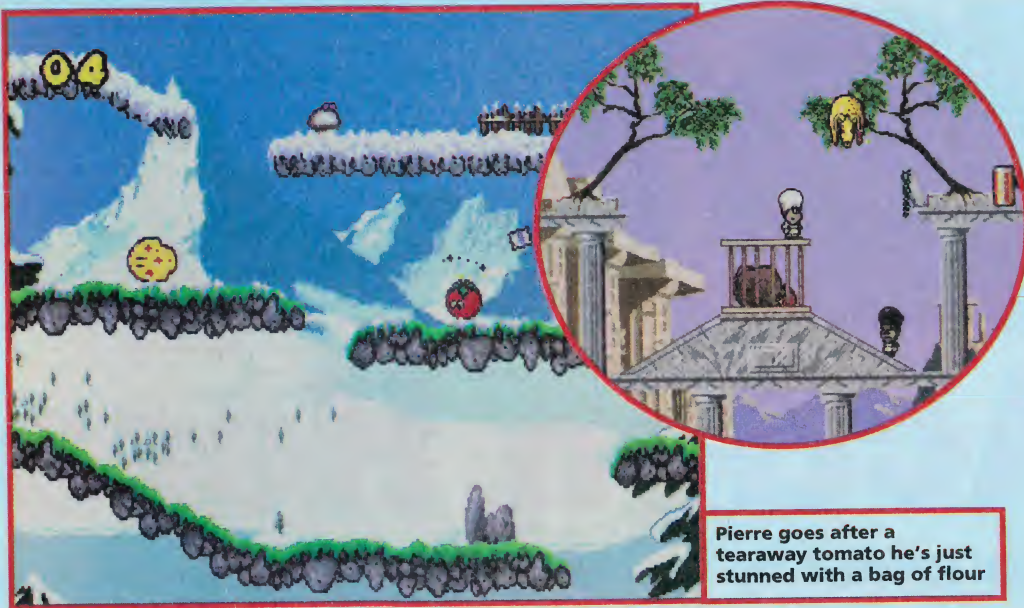
28%

ACTION REVIEW

PLATFORM



Chasing down a potato and a mushroom. The flour bags are ready



Pierre goes after a tearaway tomato he's just stunned with a bag of flour

This game receives another award in addition to the Accolade nestling snugly on the page, a very special award all it's own, an award so new that no-one has ever received it before, so new in fact that I've only just made it up.

It is the Steve McNally Award for CompletelyOffItsHead-ness. Yes, this is quite literally the most bizarre, off-the-wall game I have ever come across, even more so than the last Mindscape effort, Alfred Chicken. What is so

Out to Lunch

On the back of Alfred Chicken comes another romperoo from Mindscape — it's Lloyd Grossman's dream come true

strange? Well you, Pierre le Chef, world renowned master of your trade of cheferly, have embarked upon a world tour, taking your culinary delights to the world's richest and most famous people. All was plain sailing until — and this is the strange part — the ingredients needed for your gastronomic delights did a runner. You must hunt them down with your trusty net and recapture and prepare them in time for dinner.

The feeling created as you charge about the levels after rogue cheeses and runaway radishes is something quite unlike anything I have ever encountered before and has to be experienced to be believed. In no time at all you will hardly think twice as you scoop up another tomato and hurtle down to the cage where you are storing your ingredients. After a while it all actually seems like the normal thing to be doing.

There are 48 individual sections spread across six different countries which in effect means six levels of eight sub sections each. As well as the main levels in between each one there is a Fruit Bonus level in which Pierre must run around and collect as much fruit as he can in the extra time added from all the levels in the country he just completed.

As if it wasn't tricky enough just capturing the food, there are



In Greece the action hots up considerably as you get a tomato in the face

When you have captured the veggies, dump them in the cage





See that net? Well you'd better pick it up a bit sharpish



Catch that cheese and two mushrooms lie in wait at the bottom

also many other hazards to be avoided or dealt with. For instance, on some of the trickier levels there are enemies such as rampant bacteria and insects which must either be destroyed or avoided if you want to keep all your lives intact.

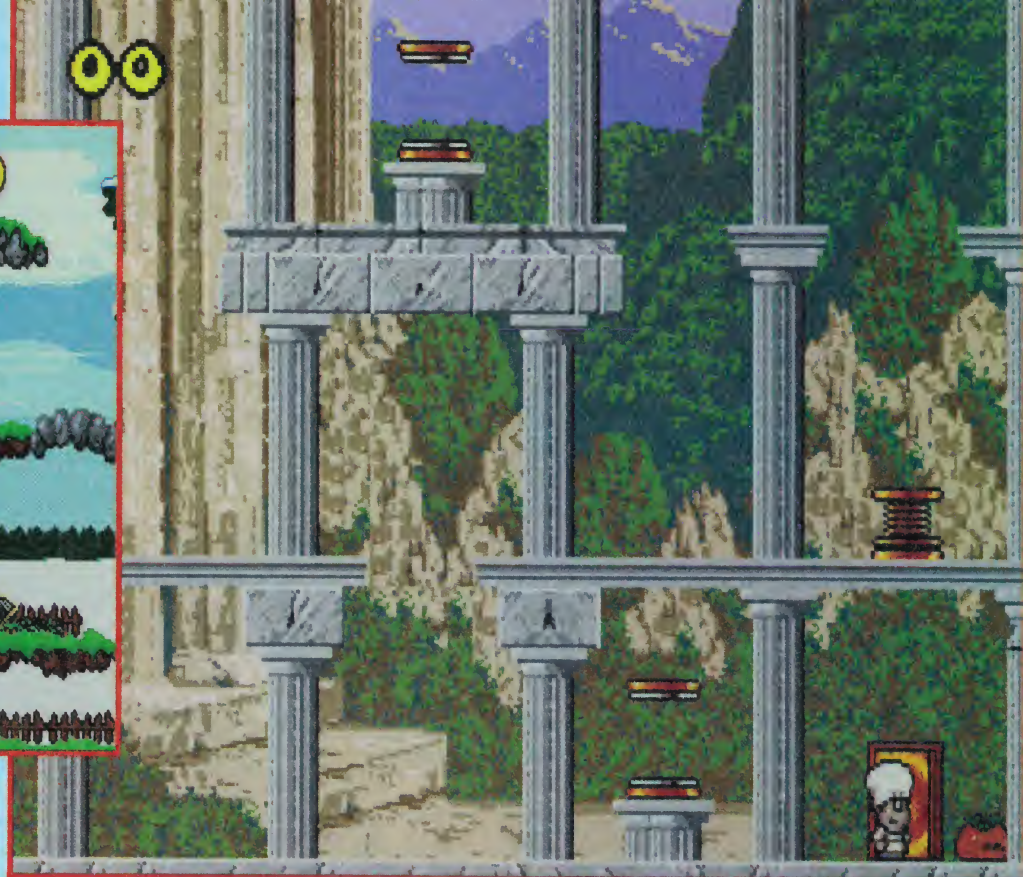
The worst hazard of all though has to be the evil Le Chef Noir. He is Pierre's arch-rival and, jealous of Pierre's success, he has vowed to do all he can to spoil things. Wearing a mask and dressed in black, he appears at random and releases all the ingredients you have already captured which can be immensely frustrating.

A change in the tempo of the amazingly catchy tunes will warn you of his arrival and from this point on it is a mad race to the cage. If you get there first, or manage to dispose of Noir by either jumping on his head or lobbing a flour bag at him, the incarcerated vegetables will be safe. If not you will have to recapture them all before the time limit expires.

Stunning vegetables

To make things a touch easier, there are various helpful items dotted around the levels: the aforementioned flour can be used to stun the vegetables; hot sauce allows you to breath fire; and other pick-ups give you new weapons which have a limited effect on your plight.

The levels you will have to traverse include many exotic locations including Greece, China, Mexico and the West Indies. To be honest these don't make a great deal of difference to the game



The backgrounds are a dream and the only real reason the game is A1200



Some of the vegetables fly around. Quite how is beyond me

itself, although they do look particularly nice.

We see a lot of platform games here and to be honest you get a bit fed up of them after a while. They all seem to regurgitate the same ideas time and again. Out to Lunch is not awash with original features but it certainly has a fresh feel to it, and at no point do you find yourself crying out for something that you haven't seen before.

The game was obviously designed with the console market in mind and the SNES version, out for around a year now, has proved very popular. But that doesn't mean that it won't work on the Amiga, and this is proof to many developers that the Amiga does have the power to achieve what they want.

The only real downer is that the game is A1200 only. I can't really understand why, because, at face value at least, the game doesn't seem to stretch the machine to its limits. There is certainly scope for a standard version and I wouldn't be surprised to see one in the near future if Out To Lunch is as successful as I suspect it is going to be. **A**



THE LOW-DOWN

PUBLISHER Mindscape
CONTACT 0444 246333
HD INSTALLABLE No
PRICE £25.99

GRAPHICS	86%
SOUND	90%
PLAYABILITY	90%
DIFFICULTY	Spot on

An innovative game is something that is becoming increasingly rare these days and it is difficult not to come to the conclusion that the industry is fast running out of ideas. This makes it all the more vital that any game that comes out must catch the gamesplayer's attention immediately. Out to Lunch does just that with its bizarre theme, while its gameplay is more than adequate to keep hold of the attention. Platform fans should keep a keen eye out for this one.

REVIEWED BY STEVE

SECOND OPINION

It's along the lines of Wiz 'n' Liz, only miles more manic and miles more fun. Ten out of ten for ridiculous plot, too. Those people at Mindscape are funny guys. I'll say.

OPINION BY PAUL

OVERALL SCORE

89%

ACTION REVIEW

SPORTS SIM



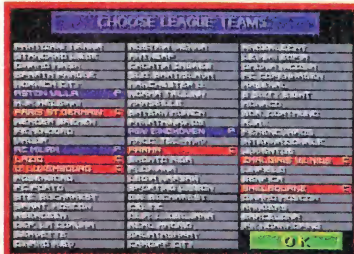
OLIM. LJUBLJANA v MACC. TEL-AVIV

See, you could never have played as these lot before...

International Sensible Soccer

Cautions are doled out by the all-new referee who pops up occasionally for this sole purpose

I'm sorry, but could you think of anything new to say about this...?



New club teams have been added, and Liverpool are now left out, which is good



Team information has been updated to the end of last season. I've updated it further, because I'm sad like that



The full World Cup ('Championship') mode is here at last, with some other new cup things as well



THE LOW-DOWN

PUBLISHER Renegade
CONTACT 071 481 9214
HD INSTALLABLE No
PRICE £25.99/£8

GRAPHICS	90%
SOUND	88%
PLAYABILITY	94%
DIFFICULTY	Spot On

Well it's Sensible Soccer with twiddly bits basically, isn't it? The main reason for its release is the World Cup option, but updated information and some new teams give it that trademark Sensible shine. A tad more expensive than the last update at eight quid, v1.2 offers enough to justify the near-budget price, but let's face it, even at full price the fact that it is Sensible Soccer would have made it an essential purchase. Let me think now, is there anything *unpositive* I can say? Ah yes, the between game tune has been changed, and it isn't quite as nice...

REVIEWED BY PAUL

SECOND OPINION

Sensi is good. Sensi is great. Sensi is the dogs frolicks! Sensi is the second coming of our merciful Saviour, and when the Lord raises up and destroys the earth, Sensi will be spared. Sensi, and little fluffy chickens that is. And those cute little puppies with floppy ears.

OPINION BY THE WHOLE WORLD

OVERALL SCORE

92%

ACTION REVIEW

SHOOT 'EM - UP



The act of shooting an enemy bomber down in flames is particularly satisfying

Imagine a world where time and technology have stood still for decades. There are no wars, there is no disease, and people of all races have lived together in peace and harmony for as long as anybody can remember.

An unattainable utopia it would seem, but this is the futuristic setting for *Banshee*, the new shoot 'em-up from Core Design.

The Earth is a wonderful place to live (as long as you can get along without computers, microwave meals and colour TV), and everything is absolutely hunky dory.

That is of course until the playground bully decides to shove his oar in. The Gripper Stebson character in this particular case goes by the name of Blardax Maldrear, and rejoices in the title of Emperor of the evil Styx Empire. Taking a particular liking to our planet – whose inhabitants he sees as a bit of a pushover – Blardax decides to make it his own and begins a merciless invasion.

Things look decidedly murky, to say the least, for our humble Earth and its inhabitants, but there is hope of salvation. Enter ace pilot and part-time inventor Sven Svardsvart – the game has been



If Sven had known the enemy was this well equipped he would probably have stayed at home

programmed by two Danish lads and Svardsvart probably means something extremely rude/funny in Danish, but if it does it will have to be a private joke shared between a few million people in Scandinavia. Sven has managed to escape the clutches of the Empire and has fled to a quiet hideaway in a remote corner of the world. Here Sven starts to construct an incredible flying machine, the propellor-driven *Banshee* of the title, and prepares to wage his one-man assault on the forces of evil.

Heavily influenced by the classic arcade shoot 'em-up 1942, *Banshee* roars into life with an ocean full of enemy ships and planes. Shooting anything and everything that moves is the best way

Banshee

When the Earth's under attack you can rely on a Danish bloke in a bi-plane to save the day



Watch what you're doing mate. That's dangerous that is. You could have someone's eye out with that



The frozen wastes of the Arctic are the scene of many an Eskimo death

The boss machines are there to cause you trouble, and that's just what they do



Time flies when you're a train driver. Especially if you're under attack from a crazed Danish pilot

to go about things, but bridges and lighthouses need to be avoided if your plane is to remain safely in the air. The gore level is extremely high, and once you reach land, the foot soldiers on the ground can be brutally dismembered by a well aimed rake of bullets. Tanks, trains and all manner of other enemy hardware will do everything in their power to halt your progress too, so it is essential that you pick up the bonuses and power-ups which are available on the way.

Some of the power-ups are fixed, but a few can be altered to your taste by firing a single bullet in their direction. The spinning icons will then rotate, providing you with an entirely different power-up or bonus. This can prove extremely useful when you are desperately in need of some shield replenishment and there seems to be none on offer, and it also serves to add an extra dimension to the gameplay.

The later of the four levels feature more varied enemies, bosses and locations, and the final scenario is set in space where the Banshee has metamorphosed into a futuristic all-lasers-blazing flying machine. This is an especially gratifying twist to the tale, as it fits in neatly with the storyline, and also makes a refreshing change from the three levels which have gone before.

Never plane sailing

A two-player option makes the game a little less daunting for pilots who can scrape together a friend or family member, as two planes on the screen make everything so much easier. If this doesn't have much appeal, you can always toughen things up a little by choosing to play the game in Hard Mode, thereby increasing the number of enemies on the screen at any one time. However, the levels in Banshee are so huge that you may find yourself shying well away from this option to begin with.

Presentation has obviously played a major part in the development of Banshee. From the greens, greys and browns of the first level, which help to give the impression of a society which has tried to make complex machinery from the most basic of materials (wood, steel etc.), right through to the space ships and walker droids of the final battle in space, you are left in no doubt that the utmost thought and detail has been put into this project.



Two sub-levels have also been built in to break up the gameplay a bit. One of them has a sort of asteroids theme, and the more bloodthirsty readers may wish to know that some of the more gruesome scenes which the programmers wanted to include in the game are likely to appear as part of hidden bonus levels. Just don't tell ELSPA.

Whether shoot 'em-ups are your particular bag or not, it will be difficult for you not to be impressed by Banshee. **A**

The smaller ships and planes don't present too much of a problem, but things get a lot harder



THE LOW-DOWN

PUBLISHER Core Design
CONTACT 0332 297797
HD INSTALLABLE Yes
PRICE £25.99

GRAPHICS	87%
SOUND	85%
PLAYABILITY	87%
DIFFICULTY	Variable

As far as out and out shoot 'em-ups go you could do a lot worse than Banshee. Superbly detailed and atmospheric graphics help to create a scene which duplicates the storyline perfectly, and the smooth vertical and horizontal scrolling ensures the action never lets up for a second. It may be little more than a souped-up version of 1942, but that doesn't stop it from being a damn fine game.

REVIEWED BY NEIL

SECOND OPINION

Some people are touting this as the greatest shoot 'em-up of the year so far. That's an exaggeration but it's worth a look anyway.

OPINION BY STEVE

DIFFERENCES

The CD32 version of Banshee will feature CD quality sound, an animated intro sequence and some extra levels as well.

OVERALL SCORE

86%

ACTION REVIEW

RACING



If all else fails, hit the bumps and fly past the finish line. In last place, obviously

Cheers mate - hey, it's really easy to win one of these races when you're constantly being abducted by flying saucers and the like



Bump 'n' B

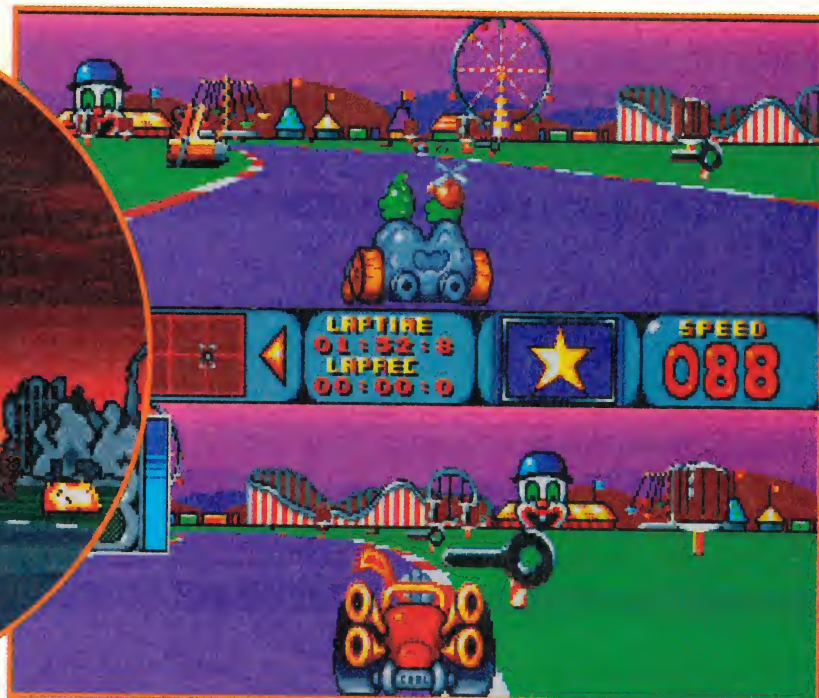
What do you get if you cross Mario Kart with The Wacky Races? A moustachioed Brooklynier who likes to capture pigeons (guffaw!). No, anyway... er, oh just read the review for God's sake



Eric the Eskimo eh? Ho ho ho. A ho ho ho ho ho ho. Cheese itself has nothing on that name, eh?

The punishment for crapness? It's nothing less than banishment into space for that I'm afraid





It's always handy in two-player mode to compete against someone really bobbins. Paul, in this case obligingly gets whopped by yours truly

Whaddya mean go? Where's my homing bone - that's a clever gadget used to

urn

Let's be honest, Amiga race games have never been that exciting. Stick a few cars on a track and a clock in the top corner and you're away. No matter how many different ways you draw the cars, essentially the gameplay remains almost identical. Gremlin's Supercars games are the only ones that spring to mind that add something original, and while excellent for their time I would doubt their appeal if they were thrown into the melting pot today.

So, what could anyone do to spice up the arena? How about chucking in some cartoon characters to drive the cars? That would certainly be different, a kind of computer Wacky Races if you will. Sounds good. Now, what else? I know, what about giving the drivers weird and wonderful vehicles to drive around in to relieve the boredom of endlessly passing a car identical to yours in all but colour. And on top of that, give each of the drivers sneaky secret weapons that they can use to take out other cars and gain an advantage. You know the kind of thing, oil slicks, walls, general halt-opponents-progress type of things.

If you could get all of that into a racing game you would definitely be on to a winner, it's just a shame that no one has had the time or the

Cheesy, or what?



COLONEL CARNAGE AND THE TIN POT TANK TRAKKER
A strict disciplinarian with attitude, the Colonel hates slackers (like Neil). His vehicle carries a vast arsenal of weaponry, resulting in wider rear view mirrors being made compulsory for all other drivers.



COUNT CHAOS AND THE SKULL CRUSHER SPECIAL
The Dick Dastardly of Bump 'n' Burn, the Count is the most fearsome contestant ever to enter the Bump n Burn championships, and has never been defeated. Apart from his appearance on the race track, nothing is known about this mysterious man.



ERIC THE ESKIMO AND THE IGLOO EXPRESS
All the way from the freezing fjords (?), Eric is hoping to become the first Bump 'n Burn champion to win in a mobile home. When things hot up this is one cool character who won't melt away!



LORETTA LAMOUR AND THE LOVE BUG
The darling of the race track, Loretta Lamour and the Love Bug combine glamour, grace and great bodywork. She has been known to give other drivers the horn in sticky situations. (gag)



FRANK 'N' STEINER AND THE TRANSYLVANIAN TURBO-CHARGER
Frank appeared in several horror films before finally realising his ambition of becoming a racing driver. As he is undead, Frank can be bolted back together after any mishap. Steiner keeps an eye over his shoulder as bolts hinder neck movement.

Fabulous as an example again he cunningly releases hair gel from the back of his vehicle causing any opponent who is challenging hard from behind to spin and lose valuable ground.

These gadgets are pretty useless to the inexperienced racer who will have enough on his hands just trying to stay on the track, let alone in contention, but once you have mastered the basics they become a valuable asset in your quest for race glory.

Win a race and you will be awarded money

which can be spent on souping up your car in the comically named Fourstroke McChoke's Auto Spares and Service Emporium. In this cavern of oily delights you can equip yourself with helpful items such as better traction to help you hold the road or even a better engine, the merits of which are obvious.

Win enough races and you will be awarded the title of Bump 'n' Burn Grand Champion for that year, fail and, er... you won't I suppose. The fun of the game though, and yes I know it's a

cliché, really is in the taking part and not in the winning. I suppose if you go flat out all the time and don't bother about anything else it wouldn't be that difficult to win but you would be missing the point wildly. You don't care who wins, especially in a two-player game, as long as you get the better of one or two races with a well placed mine or handy oil slick.

This factor combined with the many others that form the core of the games attraction make up what is quite probably the most fun game of





DODGY DINO'S AND THE JURASSIC JALOPLY

Seasoned campaigners, the Dino's were once banned for eating other contestants. The use of dentures, removed by officials before each race has allowed their return to the Bump 'n' Burn championships this season.



BUCK TOOTH BEAVER BROTHERS AND THE DAMBUSTER

Fitness freaks, the Beaver Brothers chew through at least one small rainforest a day. This is not too popular with Green Activists, who have threatened to sabotage the Beavers' race.



MR. FABULOUS AND THE FLAMING FABMOBILE

With his ultrabright smile, handsome features and immense wealth, Fab is the housewives' favourite. Forced to wear fire proof hair gel after a particularly bad flame out in a previous race.



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THE LOW-DOWN

PUBLISHER Grandslam
CONTACT 081 680 7044
HD INSTALLABLE Yes
PRICE £29.99

GRAPHICS	90%
SOUND	86%
PLAYABILITY	94%
DIFFICULTY	Spot on

This is what games should be about. They should be fun and that is exactly what Bump 'n' Burn is. Colourful, exciting and highly playable are all phrases that could be used to describe this, along with many other glowing tributes which, if I put them all in would become a bit embarrassing to be honest. Bump 'n' Burn may not be the most technologically advanced game around, and it certainly isn't the most original, but I would say that it is a game that every Amiga owner should have in their collection no matter what.

REVIEWED BY STEVE

SECOND OPINION

As perhaps the only person in the Western world not to have played Mario Kart for more than two minutes (in the toy department of Harrods - shame) this, to me, seems like the ideal racing game.

OPINION BY PAUL

DIFFERENCES

At last, a game where a Differences box is actually required. Both A1200 and CD32 versions of the game will feature loads more colours and the CD will have a hilarious race track voice over. Both are out in early August.

OVERALL SCORE

92%

the year so far, and to be honest I cannot see one being more enjoyable. It certainly isn't the most technically advanced game around, and Grandslam aren't even attempting to pitch it as such. Hence if you are expecting stunning effects and the like you will be disappointed. If you take it at face value though you will have, as far as I can see, virtually unlimited enjoyment, and there aren't that many games today that can come up with that proud boast without a word of a lie. **A**



Gone off the rails a bit there mate. It's that Paul again. Nice skills...

Decisions decisions — which of these monstrous characters will you choose to race as. They all have pluses and minuses





AMIGA 600

Bram Stoker's Dracula

At what point, precisely, did they decide that this was worth releasing...?



Nice jumping technique you've got there mate. You're a real athlete aren't you?

The night was a cloak of the purest black velvet. The moon remained hidden, and Pisces joined Taurus and the Waterbearer on another, safer plane of existence. The gods of the heavens, it seemed, were forewarned of the evil which stalked, disguised, below.

Horses' hooves echoed on the eerily silent streets – louder, louder still, until a carriage burst into view, splintering puddles into a million priceless jewels before disappearing into the inky blackness. Its passengers were oblivious... contented. Safe.

From the mist of the carriage's wake emerged, almost magically, a shadow, a figure... a man? A man in daylight perhaps; though unnaturally tall, he could walk undetected through the markets of London, in his darkened spectacles and flowing European fashions. At night however, a phantom, perversely graceful – at one with the nothingness.

Ahead, lights flickered in a huge gothic house that would have been foreboding to anyone else, even by day. He smiled, blinked, and seconds later a sourceless mist enveloped the ivy which climbed to the window at the corner of the east wing: Mina's bedroom.

Mina was his. Since the moment he had met her in the gardens below, he knew she had to be. There was pain now, but later, when the fevers died and his spirit took hold, she would join him on the dark side, another eternal bride.

Hysterical laughter floated through a crack in the window from across the room. Mina's fever must have been high, but there was no cause for worry. In human form again now, he stood behind the drapes on the ledge of the open window.

Haaaaa!

Confusion. Other voices joined the laughter – one, two, three, perhaps more. What was this? Mina was surely alone, restrained. He ripped the drapes aside with one fleet movement and leapt inside the room...

...And there they all were! Mina, Lucy, Keanu Reeves with his crap English accent, and that bloke Anthony Hopkins played, gathered in a loose circle in front of an Amiga and Philips monitor, rolling around in absolute gails of laughter and in very grave danger of actually wetting themselves.

They were playing Bram Stoker's Dracula, or at least would have been if anyone had had the strength left to hold a joystick.

"Oh my God!" gasped Mina between fits of guffaws. "Have you seen the way he jumps?"

"I know, it's absolutely crap isn't it," agreed

Keanu/Jonathan, holding his ribs and kicking his legs in the air. "It looks like there's some sort of invisible roof that he bangs his head on every time. Haaaa ha Haaaaa!"

"No, no!" It was Lucy. "My favourite bit is when he tries to go down the steps. It takes about fifteen goes and you have to line it up to pixel perfection. Oh, I need the toilet!"

I'm dead. Good. I'll not be loading this up again



"Well what about when he actually walks up the steps!" roared Mina. "I mean, is he having some sort of fit, or is it just ridiculously bad programming?"

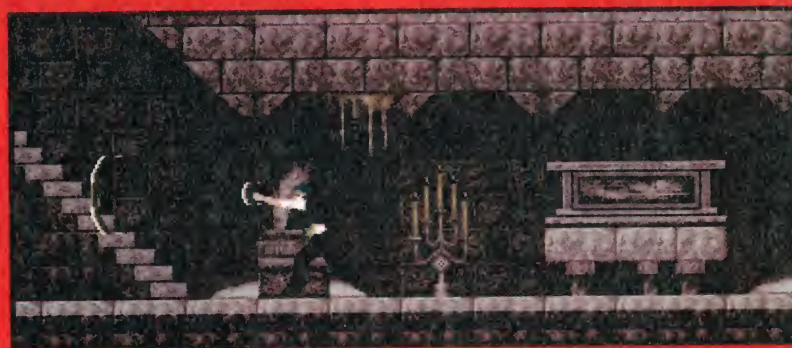
"What's he doing now?" asked Lucy. "Is that supposed to be a fight sequence. Not exactly gameplay city, is it?"

"Clarice... do you hear the lambs in your sleep?" asked Anthony Hopkins, rather confused as to which role he was playing.

"Look, he's just kicked a rat," laughed Keanu/Jonathan/Ted. "He sent it flying into that wall. I thought this game was supposed to have atmosphere. Oh me! Oh Lordy, Lordy me!"

The Prince of Darkness had heard enough. Their ridicule was justified, he knew; the game was pitiful, and he rued the day the licensing deal had first been agreed on.

He slunk past them and began searching the house for some garlic or a wooden stake or something, never to return. **A**



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Stage 2
Lives 1
Credits 6

Ooh, nice use of the Amiga's capabilities

Look! You try walking down the stairs and end up looking like some stooped moron. Deary me...

THE LOW-DOWN

PUBLISHER Psygnosis
CONTACT 051 709 5755
HD INSTALLABLE No
PRICE £19.99

GRAPHICS	68%
SOUND	30%
PLAYABILITY	5%
DIFFICULTY	Very hard

Think of the worst game you've ever played. Now imagine getting a really nasty disease and playing that game while an elephant with diarrhoea sat on your head. Now imagine paying 20 quid to have this happen, while at the same time every member of your family is horrifically butchered by a madman from Cuba using only a badly crafted spoon as an instrument of torture. Imagine all this, and you'll be some way towards understanding the feeling you get when playing this and how utterly, utterly, utterly crap this whole sorry affair is.

REVIEWED BY PAUL

SECOND OPINION

This has got to be the most ridiculously appalling game in the history of the world. It's about as scary as a ride on one of those ladybird roundabouts you see on particularly poor fun fairs at seedy seaside resorts. Truly awful from start to finish.

OPINION BY NEIL

OVERALL SCORE

18%



Graceful and smooth in true tradition of the trilogy, the attacker and keeper embark on a path of collision and doom

Kick Off 3

Take your seats please gents, the exam starts in three minutes

MACCLESFIELD REGIONAL EXAMINATION BOARD
General Certificate of Secondary Education in Sports and Technology
July 1994

Candidate's name: Paul Roundell
College: Europress Roman Catholic Institute of Higher Education for Repressed Young Gentlemen with Little or No Gamesplaying Ability
Time permitted: Until next Tuesday

Choose one of the following topics, mark it clearly and answer only the questions related to that topic. Answers on topics other than that marked will not be taken into consideration.

1. The role of computers in the development of particularly bland forms of acrylic that may or may not be used in sportswear.
2. The role of those blokes with the glasses who reckon they're doctors and always examine sports shirts in cheesy advertisements, and say things like, "It's Vortex."
3. Kick Off 3. From Anco.

See the cat-like agility of the Bolivian wonder keeper. Bloody hell fire!



Section 3

Answer all the questions in this section

1. Anco are famous for the Kick Off football games. Briefly discuss the history of these games, bringing out the major points you feel are most relevant.

Kick Off is ancient now and nobody plays it. In 1989 though, Amiga gamers the world over were thrilled with its graphics and simplicity of play. Kick Off 2 followed soon after – programmed again by the now "Football Maestro" Dino Dini – and simply blew the original away. Even now it still has a strong following, although more recently many football fans have discovered the increased appeal of Sensible Soccer.

2. Briefly outline the origins of Kick Off 3.

Dino Dini was rumoured to be working on a sequel to his second Kick Off for Anco when, in 1992, Virgin Games (became V.I.E., 1993) pulled off a computer game coup by persuading him to join them in a much publicised move. Virgin obviously had designs on the new game but found themselves unable to wrest the 'Kick Off' name from Anco and Goal! was released some months later. Anco maintained that Kick Off 3 would still be released, but remained tight lipped as to whether work on the project had begun. It had of course, because, er... it's here now innit?

3. And is it any good?

Er...

4. Come on, come on:

Ee...



5. Right, multiple choice then, you loser.

A: On loading, does the player feel:

- Dizzy headed and joyous
- Eager to start as soon as possible
- Nauseous, wishing he was somewhere else

B: Why?

- Football games are notoriously bad
- This is the greatest thing in the whole world
- KO3 is a very big name

C: Are the options:

- Very dire with little variation
- Simply acceptable
- Good, including a challenge situation and the World Cup

D: Can the World Cup be edited to include other teams?

- Yes
- No
- Salmon

E: Is there a huge gripe you want to get off your chest?

- Yes
- No
- Dame Vera Lynn

F: If yes, is it that:

- The disks go mouldy after just one game
- In order to play, you need a joystick with two independent fire buttons
- In order to play, you need to be called George and live in Norwich

G: And is this:

- Ridiculous



The World Cup option: the cursor lies over Nigeria, who are from Africa



What's going on here? All the players from one side seem to have left the pitch in disgust



It's in! He's scored! And in glorious salute the crowd fall deadly silent

- Unforgivable
- Both of the above

H: Why?

- Because everyone else manages to do a football game on the Amiga using only one button to control the thing, and it really shouldn't be too much to ask
- Because the person responsible leaves the lid off his dustbins and the cats get in
- Salt

6. Right, we'll try again. Is it any good?

Pwssk...

7. You were doing so well! Out with it!

No

8. (Gasp!)

Well it isn't. I'm sorry, but it just isn't. OK, so most decent shops will know about the joystick situation and point it out, but not all will, and it's sad to think of people spending 15 quid more just to play the game. Even we don't have one, but luckily a CD32 controller works just fine.

The World Cup's there, and yep, that's great, as is the progressive challenge and the cup competitions, but the factor which has made the Kick Off name live on is the playability. Oh dear.

Even on the fastest of the three game speed options the players move infuriatingly slowly at times. A tackle produces a sound akin to a person with no energy shaking a lone maraca, and sometimes a perfectly good looking "goal" flies straight through the net resulting in nothing more than an opposition goal kick.

When the goalie takes the kick, sit back and enjoy about three frames of animation as he goose steps towards the ball, and since he can only save a shot in one way, marvel as he twists himself around in laughable fashion to grab at it with his wrong hand.

9. OK, thank—

Go 'way, I'm not done. Should you play long

enough to score a goal you might be surprised to learn that the crowd noise (such as it is) ceases altogether when the ball goes in. If this was a sim of Wimbledon playing away, then fine, but it's the World Cup for God's sake!

The players don't so much run as lurch forward (more sumptuous animation), and all too often — usually during a dead ball situation — they virtually disappear through atrocious glitchiness.

During a run at goal, you're more likely to see the ball bobbling somewhere between a player's legs than at his feet, and just before free kicks it isn't uncommon to find said sphere nestling in mid-air, seemingly stuck to a player's back. On the subject of free kicks, it's disappointing — to say the least — to find that you have no control whatsoever as to where the ball goes, largely due to the fact that pressing the button to move a player close to the ball seems enough temptation for him to give it a belt of his own accord.

I've done the coursework, I've revised my subject hard, and if that's not a pass (sic) I don't know what is.

(Perhaps the saddest thing of all is that by the time you're reading this, the game could be topping the charts.) **A**



This particular screen is almost as enjoyable to play as the game itself

In the top right corner is the options screen, which you can quit by toggling crowd FX

The ancient Romans were rumoured to bathe in goat's milk. Yes

THE LOW-DOWN

PUBLISHER Anco
CONTACT 0322 292513
HD INSTALLABLE No
PRICE £29.99

GRAPHICS	50%
SOUND	30%
PLAYABILITY	25%
DIFFICULTY	Variable

One of the biggest gaming disappointments of recent times, Kick Off 3 is rubbish. At the time of writing I haven't seen all the World Cup releases, but they surely can't come much worse than this. I wasn't a massive fan of the first two in the trilogy, but Dino Dini must be cringing at the desecration of the Kick Off name. This looks like a real rush job, and the thing that makes me even sadder is that the intro tune is really good!

REVIEWED BY PAUL

SECOND OPINION

I've said it before and I'll say it again, ooh dear me no! This is truly awful, from the pathetic graphics to the horrendous animation.

OPINION BY STEVE

DIFFERENCES

The CD32 version will apparently make matters easier by utilising all four buttons, but as for the A500 version, God only knows...

OVERALL SCORE

29%

compete

Bit of a tester for you this month, the compo to end all compos. It's going to demand more than a little imagination on your part. Still, the prize is worth it...

Oh dear, this is a disappointing headline. "Win an Amiga 1200 off of Ocean". Not exactly "Freddie Starr ate My Hamster" or "Phew! What a Scorcher" is it, and the thing is, the difficult part is yet to come. Unfortunately we've been very unprofessional you see (No! - Rival Magazines). Here's a quick insight into life at Amiga Action...

Weeks ago we said to Ocean, we said, "Oi, Ocean mate, any chance of a competition like, or what?", and, being Ocean - big company, nice people, generous and all - they said: "Yeah." So we said: "What, for an Amiga 1200 and games and everything?", and they said "Course, as long as you don't forget where it came from, and give us a decent mention in a prominent place. Hit Squad too mind." "No problem" said we: space was set aside in the August issue and the deal was done.

And then we forgot all about it until two days before deadline. You know the score - busy month, lots to do, back of your mind, rush rush rush. So anyway, we finally remember, ring up Johnny Competition (Ocean's Head of Competitions), and he's not in! Aargh!

Well suffice to say we got in touch in the end, but our inadequacies have left us strapped for time, so if you think you're getting a decent headline at this stage of the game - pooh!

So down to business. We've got an Amiga 1200 to give away. From Ocean (and the Hit Squad). And some games too. Jurassic Park A1200, Ryder Cup A1200, Archer Maclean's Pool and Lure of The Temptress - and that's just for the winner. Five runners up will receive - all a-shimmer with freshness - Mr. Nutz and Road Rash. Good heavens above!

Win an Amiga 1200 (Off of Ocean)

(and the Hit Squad, and Mr. Nutz and Kid Vicious and all their new stuff that's coming soon)

So now the tricky part. What test of your mental agility do we set - of which testament of your worthiness are we desirous of proof, given that we're pushed for time?

Let's see: Ocean... Hit Squad... Manchester... Ocean... Ship Canal... Water? Sea? Um, wet ships in Manchester being, erm, hit by squaddies... Boddingtons? Tssss.

Oh look, just make up your own answer will you - anything, but try to make it funny so Steve can use it in a review. If you've got a funny name, like if you're from Poland or somewhere, that'll probably be enough. Chances are we'll pick the winners completely at random anyway...

Right then, send 'em in to the address on the coupon will you, and er, that's it. Cheers. Now does that contents page still need doing...?

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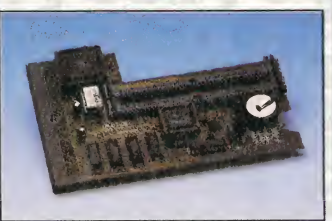
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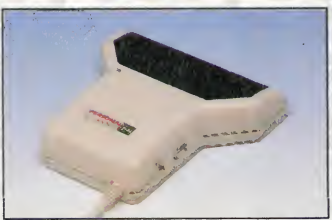
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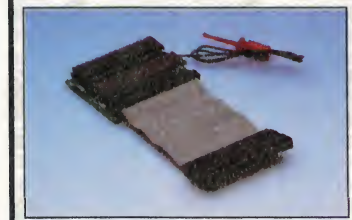
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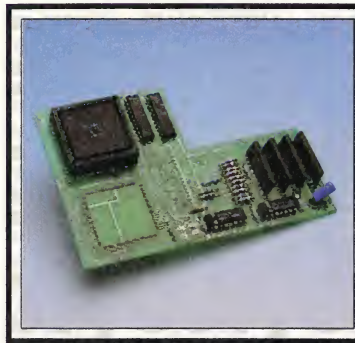
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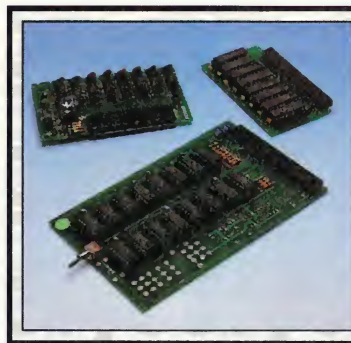
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ACTION REVIEW

BEAT 'EM - UP



ELF



Check out those backgrounds. They'd be impressive on an A1200 but when you consider this is a standard Amiga the effect is amazing

Oooh, that's a nasty one. He'll have a bruise there in the morning I'll wager



We hereby categorically state that we have never reviewed this game before. Oh no. Not once

Er... ahem, reviewed previously, mumble mumble, not quite finished – cough – internal misunderstanding, etc, etc. Anyway, moving swiftly on...

What with never having heard of this game before, let alone seen it, especially not in Issue 53, I wasn't sure what to expect. For all I knew it was

a sports sim. It was with great surprise that I discovered it was a beat 'em-up, and an excellent one at that.

As I think I have mentioned before, Amiga games of this type almost invariably disappoint me. Streetfighter II was unbelievably poor when compared to its console and arcade counterparts

and I never fail to be amazed by the popularity of the distinctly average BodyBlows series. The only one that has really cut it with me is Mortal Kombat which I couldn't fault, though others have criticised the control method for being too tricky.

But you certainly couldn't level that gripe at Elfmania as the Finnish developers, Terramarque, appear to have made a conscious effort to make the game as instantly playable as possible by incorporating an intuitive a system as they could possibly come up with, and it works like a treat.

Basically, it's backwards – or away from your opponent – and fire to do a kick, with up, down or middle controlling the height of the kick, and towards the opponent and fire to do a punching



The characters contort themselves into many weird positions in order to get the upper hand in a bout

This female character celebrates, somewhat embarrassingly if you ask me, by pretending to play an imaginary guitar



MANIA



move, with exactly the same rules applying to height.

The special move method is the really innovative feature though and a lot has been written in the past about how good it is, but to be honest I'm not a hundred per cent certain that it works all that well.

To execute a character's special move you must carry out a sequence of joystick movements, generally waggling furiously between two points until the fighter does your bidding. The difference between this and other games of its type is that it takes a few seconds to build up the power required to do the move. This gives your opponent a chance to anticipate your intentions and act accordingly by either leaping out of the way or getting in an attack before you get up to speed.

No surprise

This removes the element of surprise though, and for me takes away the whole point of the attack in the first place. There is no way you could ever catch out your opponent as it becomes obvious what you are attempting when the person sat next to you sees you leaping into action.

Elfmania is billed a non-violent beat 'em-up which, although a contradiction in terms, is certainly true when you compare it to say Mortal Kombat with its lashings of blood sloshing around the screen. There is no gore whatsoever in this game and in an effort to make the game as inoffensive as possible even the legendary character whose 'willy' was on display in early versions has been cut out.

The game is set in the mythical country of Muhmulandia, whose king just loves a good scrap. To satisfy his lust for combat he has set up a competition where all comers enter a tournament in which the aim is to win enough fights to build a line, Blockbusters-style, across a board either horizontally, vertically or diagonally. When a competitor has built an unbroken line from one corner to the other he gets to do a Gold Run or something I suppose.

The reason I'm unsure is that I haven't managed to do this yet because the game itself is



Elfmania allows you to fight the same character against him or herself without the aid of cheats

very tricky to get the hang of. The main cause of my trouble is the artificial intelligence that has cunningly been included. This allows computer opponents to monitor your strategy. If it spots a pattern in your attacks it will take action accordingly and you will find that the one move you thought you were good at has ceased to become effective.

Another nice feature is that you are not actually fighting yourself, but are constantly hiring people to take part in the battles for you. Obviously the better fighters cost more money and to begin with you can only afford people whose strength is comparable to Neil's (which is not that impressive as anyone would tell you who has met him).

But you earn money by winning fights and collecting the gifts that are showered on the victor at the climax, so you can hire the more vicious characters like the Fat King and that bloke with the sword.

Elfmania has plenty of new and original features thrown in to ensure there are a few surprises for the player and the gameplay is exciting enough to surpass the majority of beat 'em-ups we've seen in recent years. But when compared with Mortal Kombat, I honestly think that the latter has a significant edge over this. Fans of Body Blows will undoubtedly think this is excellent, but I personally wouldn't go any further than very good. **A**



There's nothing like a fair fight, and this is nothing like a fair fight. Nice hammer mate



When a character is victorious they make complete fools of themselves with some ridiculous manoeuvre

THE LOW-DOWN

PUBLISHER Renegade
CONTACT 071 4819214
HD INSTALLABLE No
PRICE £25.99

GRAPHICS	92%
SOUND	84%
PLAYABILITY	86%
DIFFICULTY	Tricky

Elfmania has had nothing but rapturous praise from the computer press so far, and while I feel some may have got a little overexcited with the admittedly excellent graphics, there is no doubt Elfmania is a fine product and one of the best beat 'em-ups of all time outside the arcades. The sumptuous graphics will draw you in and the engaging gameplay will keep you playing for weeks. When you consider that all this is on a standard A500 you have to wonder what improvements the forthcoming A1200 and CD32 versions will, or even can, bring.

REVIEWED BY Steve

SECOND OPINION

Beat 'em-ups aren't really my thing, but everyone's on holiday, so I gamely had a bash at this. Looks-wise it is simply superb, gameplay-wise it's brilliant too, BUT - the disk swapping is a tad excessive. Not enough to put you off though.

OPINION BY Paul

OVERALL SCORE

89%

ACTION REVIEW

PLATFORM



AMIGA 500



Like a streak of lightning flashing 'cross the sky, like a miiiighty cannonball he seems to fly, they'll talk about him...etc.



Quik the Thunder Rabbit? Quik the naughty rabbit more like. He's off to the strip joint to ogle and drink beer

Quik the Thunder Rabbit



Avoiding birds with big beaks would be wise

When we previewed this game a few months ago it went under the moniker Rabbit Thang, because at the time Titus didn't have a clue what to call it. A perfectly good looking platform game, but no name – it was scandalous (we were all outraged) – and they set about putting it to rights. Fortunately, it only took them about five months, so now here we are with Quik the Thunder Rabbit.

If I said I knew the scenario I'd be lying – in fact, if I even said I was sure there was one I could still justifiably be called Billy Fib, but it doesn't matter, it's a platform game, and as such involves getting to the end of the level. And finding clocks. And, sometimes, doors too.

Oh hang on! I've found the preview and it says here you have to locate the Carrot Geysir (that's a discharging stream, not a bloke, word fans) because food in your land is running low and your kinsfolk are becoming too weak to repel the attacks of enemies.

And if he's not in the strip joint, he's jumping onto nubile young chicks. It's a disgrace



Yes, that seems to make sense, because personal food – and water – is high on the list of priorities in what is, in essence, another Sonic aspirer.

I'm not saying that this is a bad thing mind you, because if such a plan meets with any degree of success then the publishers are onto a winner.

In yer face

Rabbit Thang – er, Quik the Thunder Rabbit, is bright – a nice layer of scrolling sky complementing the almost childish animation and a fair turn of speed in old Quik himself. A reviewer's (well, mine at least) response to a game such as this hinges not so much on originality, but on the fine tuning of the control. Does the sprite respond well to a joystick tweak in mid air? How's the collision detection? Are some jumps ridiculously tricky to pull off?

On the whole, Quik fares well, and it's always a boon to have a choice of ways you can complete a level, as there are here. Passwords (featured) may or may not be good for the lifespan of such a product, but the thing that really matters is your face.

That's right, your face. Do you play Quik wearing a smile, sporting a thin line, or grimacing wildly at the sheer amount of frustration. On the whole, a smile. The main character is a bit washed out it must be said, but the gameplay's there, albeit slightly dated. It's bright, colourful, and for a time, fun. **A**

THE LOW-DOWN

PUBLISHER Titus

CONTACT 071 700 2119

HD INSTALLABLE No

PRICE TBA

GRAPHICS 80%

SOUND 74%

PLAYABILITY 80%

DIFFICULTY Easy

The thing about games of this nature which appeal to me most is that they are easy to play. Don't get me wrong, I'm not completely stupid (Not completely, no – Steve), but platformers, sports games etc. are excellent to simply load for half an hour or so to pass the time. A game must be worth loading of course or the point is defeated, Quik the Whatsisname is. Flashback, James Pond and Soccer Kid have all managed to offer just a little bit more than the platforming norm, and while this isn't quite what we have here, we do at least have a game very much worth playing.

REVIEWED BY PAUL

SECOND OPINION

Well it's cute, but so is my nephew (steady on man – Paul) and you can't load him into your disk drive. I'm not against platform games per se, and this is fun for a while, but there's so much out there it could easily be swamped.

OPINION BY JIM

OVERALL SCORE

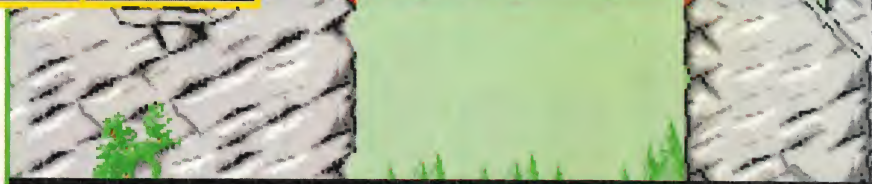
75%

ACTION REVIEW

PLATFORM



The rangers' cabin is as good a place as any to start off on your trek to find the bad guys



The last thing you need while crossing this rickety old bridge is to be attacked by a giant buzzard!



Cliffhanger



Don't worry! Cliffhanger isn't the movie licence that will change the way platform games play forever. Far from it...

Oh my God! Look, I know I'm going on holiday but there's no need to give me all the rubbish to review as punishment. With this and Last Action Hero it's lucky I haven't slit my wrists by now!

The first thing I want to say is that Psygnosis will hopefully steer clear of movie licences from now on. The three we have reviewed in this issue are absolutely atrocious and should never have been released. In my opinion this is the best of the three and a quick glance at the score should provide you with an indication that it still doesn't

rank too highly in my all-time Top 100 games!

Climbing this ladder would be easier if there wasn't a rockfall going on



Again it is intended to cash in on a popular film. Film licences have been notorious for their awful computer game spin-offs in the past but of late this reputation has been upheld ten-fold. Sylvester Stallone was the star of the Hollywood version but the sprite that is supposed to represent Sly is comical. It got a laugh in the office when it started moving too. Unfortunately, it's not as humorous if you've splashed out a considerable amount of money on it.

Cliffhanger is a platform game. It seems a shame to put it in the same bracket as games like Out to Lunch and James Pond 3 as it most definitely is in a class of its own.

If class is the word. Your arduous task is to make Sly leap from precipice to precipice in an attempt to bring arch-villain Qualen to justice. There is a little more to the plot than that (including a strange black and white intro sequence) but that's all you need. Just keep going right and jumping on things to get to the end.

Of course it's not that easy as Cliffhanger is in that particular school of computer games that sets the difficulty far too high and provides awkward control in an attempt to make the game last longer. The only counter-defence the player has against this is the off switch.

It's easy to slate games. I'm not a fan of giving out stupidly bad scores because I know, regardless of how bad a game is, the programmers have put their precious time and effort into it. However, putting this out as a full price game really is criminal and the thought of people handing over £20 for this makes it much easier. **A**

Collecting the fallen money is important but not as important as protecting yourself from the wildlife

THE LOW-DOWN

PUBLISHER Psygnosis
CONTACT 051 709 5755
HD INSTALLABLE No
PRICE £19.99

GRAPHICS	22%
SOUND	34%
PLAYABILITY	27%
DIFFICULTY	Tricky

I hope this isn't the future of Amiga games. I really do. More trash but better than some of the other trash they've released this month. Psygnosis may have made a bit of cash out of these games but they really have damaged their reputation no end. I somehow doubt that it was worth it in the long run. I mean, do they really think that today's youngsters are willing to shell out twenty quid for something that won't last them half an hour. Film licences are all well and good, but it would be nice if there was at least some sort of game behind the celluloid-inspired title.

REVIEWED BY CHICKEN

SECOND OPINION

Sylvester Stallone isn't the sort of star who would get me down the pictures to see his latest film (unless it's Escape to Victory of course), and this pathetic effort from Psygnosis hasn't done Sly any favours in the computer games market either.

OPINION BY NEIL

OVERALL SCORE

30%



Bubble & Squeak



Small boys eh? – if they're not eating slugs they're jumping on their dog's back for fun. Ah, the innocence of youth...

Who used to watch Blue Peter then? I don't know, maybe you still do. Magpie and the Multi-coloured Swap Shop, they were offenders too, but Blue Peter was by far the most frequent offender.

And what heinous crime against mankind was it guilty of? I'll tell you what – littering every other episode of their program with a story about some

pathetic animal or other. There was no getting away from it. Simon Groom and Tina Heath would go to Australia as part of the Summer Expedition, and what happened? Every show was packed full of furry koalas, wombats, desert dogs and bloody kangaroos.

Then Peter Duncan would be off to Africa on a Blue Peter Special Assignment, and what did we get? Twenty five minutes, twice a week for a month, of nothing but the Flash Gordon bit-parter parading around on great smelly elephants, or

Bubble takes a clubbing from a duck with a bad attitude while Squeak grins inanely and dreams of postmen

camels, or water buffalo, and telling us just how "Amazingly friendly they are!"

Winter would arrive, the free holidays would drop off, but were they deterred? – not on your life my son. "We're launching an appeal to buy four dozen pack mules for the Scottish Highland Milkmen," Janet Ellis would croon. "And here to help us is Neddy the donkey. Oh dear, he's crapped all over Shep."

The point is that People In Authority assume that kids are interested in animals. Take Bubble

This here is the bubble gum machine and useful it is too, for all manner of things

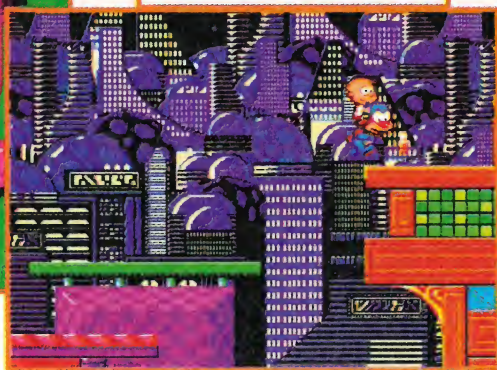


Gerroff! Gerroff! I've got friends at the RSPCA you know





Graphically, Neon City is just about as good as it gets. And it does get good, you mark my words



Ever the stupidly obedient mutt, Squeak jumps blindly onto something he knows little or nothing about

and Squeak for example; the evil feline alien Kat O' Nine Tails has captured every animal on earth and brainwashed them into becoming his minions.

Actually, every animal but one is more accurate, because the canine Squeak and his master Bubble are the duo faced with liberating the animals and bringing Kat O' to justice.

Child's play

But I really couldn't care less whether they do or not! I don't like animals. Children don't like animals. They like bikes and trainers and cigarettes; I like cars and shoes and beer, but animals? – no we don't like them, and I can't understand why anyone else does. They're just crap, and the sooner everyone realises this and stops bothering with them in any way, the sooner the world will be a better place.

Mind you, perhaps I shouldn't go on about it too much (Too late! – David), because despite its animal obsession, Bubble and Squeak is really rather a good game.

The animals have been minionated for a purpose. Kat has robbed the planet of all its Grool, and while I wouldn't know what Grool was if it bit me hard on the top of my leg, apparently it's important, and needs bringing back.

Bubble and Squeak are two of the cutest game characters you'll come across – honestly, they make your favourite baby niece look like Martin Clunes (whoever he is – David) and initially I was reminded of Bubba 'n' Stix. But maybe that's just the name...

Caterpillars, little baseball-playing ducks and a number of other thingummies play a part in



stopping your progress through 30 superbly animated, well mapped, colourful, parallax-laden levels in pursuit of the Kat.

Bubble is rather more agile than his mutt. He can jump onto higher platforms and move considerably faster, but Squeak isn't a complete good for nothing, and comes in useful when his master needs a lift. The characters, you see, can be controlled in a couple of ways. Bubble can choose to explore a level on his own, though sooner or later he'll need the help of his dog. A simple joystick flick switches Squeak to obedient mode, wherein he follows Bubble around, always ready to offer his master a piggyback should he need one.

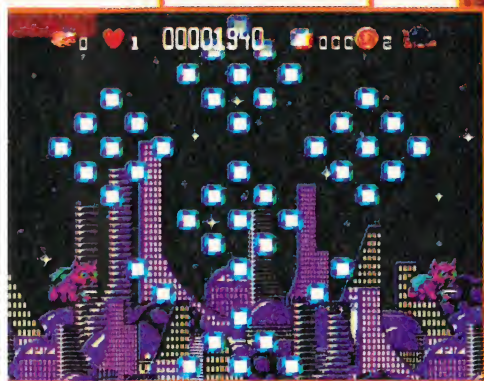
But Squeak's a bit poor sometimes and needs boosting up, and bubble gum (what else?) is the doggy treat which restrictively allows him to fly, speed up, and generally be quite good at doing things. Gems and coins, those platforming staples, are littered around in abundance – coins operate the gum machine, and gems go towards something special in the good old bonus level.

Icing, cake

Oh yes, 30 levels there may be, and that's good, but on top of that are five shoot 'em-up stages and a few bonus rooms where you run against the clock to get more gems and points.

You know, I've just read through what I've written, and it seems to me that by this stage you might be thinking that Bubble and Squeak is another run-of-the-mill platformer. It isn't.

These are all gems see, and they're protected by big purple bats



This is an exceptionally good platformer with a slight puzzle element. Some of the early backgrounds appear to be borrowed from James Pond, and the gameplay seems to come from various sources, but it fits together perfectly.

The ever-rising water level adds a sense of urgency to matters, the tiny bit of speech is great for a game of this nature, and the excellent graphics are just the icing on a delicious cake. This is great. **A**

THE LOW-DOWN

PUBLISHER Audiogenic
CONTACT 081 8611166
HD INSTALLABLE No
PRICE £25.99

GRAPHICS	87%
SOUND	83%
PLAYABILITY	90%
DIFFICULTY	Spot on

I'm sitting here and I'm thinking to myself: "Blimey, how can I justify not giving this 90%?" Audiogenic will think we're after something if I'm not careful, especially after the glowing tribute given to Wembley Soccer. The truth is, there isn't anything here to prevent such an Accolade-esque mark, and as they say, if the cap fits, wear it. This is the best platformer game I've played since Soccer Kid. It doesn't quite match that game for originality, but in terms of gameplay and everything else, it's absolutely spot on, and if you have a 1200 or a CD32 then what I say is this: buy it, it's t'riflic.

REVIEWED BY PAUL

SECOND OPINION

What's going on here? Last month it was Traps 'n' Treasures, before that it was James Pond, and now along comes Bubble & Squeak, the third platformer in as many months to take my fancy. Audiogenic want to just take it easy with those Superb Games tablets. They'll hurt themselves.

OPINION BY STEVE

OVERALL SCORE

90%

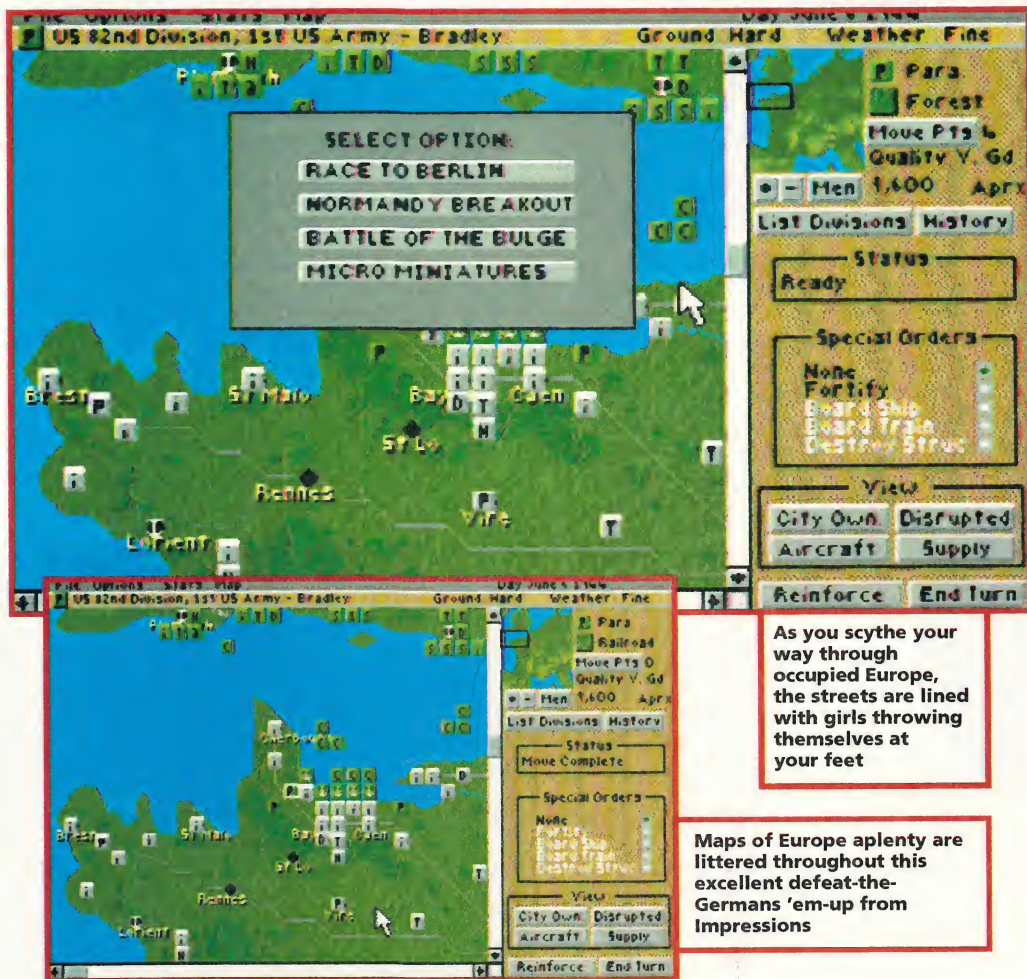
ACTION REVIEW

STRATEGY



D -

the beginning



As you scythe your way through occupied Europe, the streets are lined with girls throwing themselves at your feet

Maps of Europe aplenty are littered throughout this excellent defeat-the-Germans 'em-up from Impressions

This game is certainly in with a chance of winning the just-missed-the-boat award for 1994

It is quite heartwarming in this time of god awful football games rushed out to exploit World Cup fever to see a game that would undoubtedly have done better had it arrived a few weeks earlier.

D-Day will be released just after all the hype surrounding the 50th anniversary celebrations has died down and this is because Impressions, – “committed to excellence in strategy entertainment” – have delayed the game’s release to ensure quality is maintained.

One thing you can consistently say about games by these people is that they are always painstakingly correct in their attention to detail. Many people shun, and even mock them because of the lack of flashy graphics and useless intro sequences, but if you were to stop and think you would realise that these aspects are only sacrificed in order to ensure better gameplay.

D-Day – The Beginning of the End will certainly help to maintain Impressions’ reputation in the minds of the people, myself included, who

see the merits of their games. Using a system that is similar to their last release, The Blue and the Grey, D-Day is quite possibly the best war game I have ever encountered. As Supreme Allied Commander or Axis Commander (that’s us and the Germans in that order, unless of course you are German in which case that’s the rest and us in that order), you start with your side’s actual resources and positions on June 6, 1944. You get to select the generals under your command including such household names as Patton, Bradley, Montgomery and Rommel, all of whose abilities are based on factual records.

This attention to detail was the feature that won me over, and while I wasn’t actually around at the time and don’t have an opinion on any of the aforementioned’s ability, it is nice to know that poor programming is not going to cost an informed player the war.

Campaign

During the course of the game you get to play out the famed D-Day landings or choose from several factual campaigns and slice your way through occupied Europe, forcing the Germans (or the Allies) back on their heels. Victory points are awarded for each battle you win, each city you liberate and each attack you repulse. Over the course of a campaign the points mount up and so does your credibility as a war leader.

Resources are available in the same numbers the real fighters had on June 6th 1944 and careful management of your munitions will go a long way towards building a base for your success.

The game is another in the series featuring Impressions’ own Micro Miniatures battle system. As in the Blue and the Grey this allows you to manoeuvre company-sized units on a tactical level. You can play full-screen, high-resolution, real-time battles using miniature tanks, planes, men and artillery.

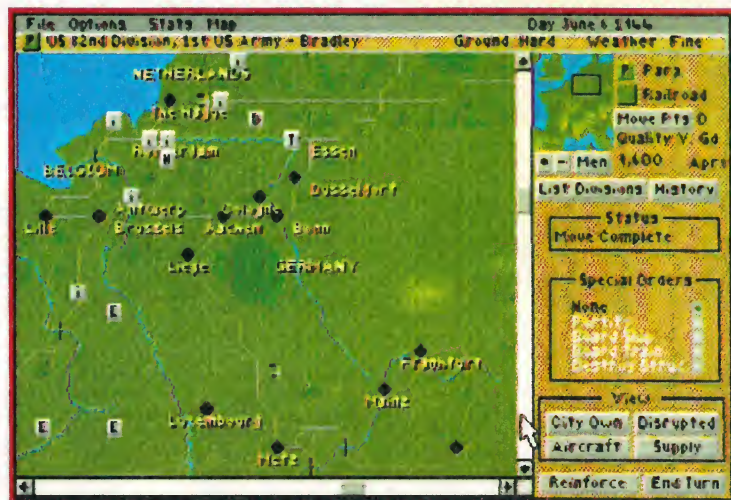
Managing a turn-based campaign through



The famed Micro-Miniatures system makes a guest appearance in D-Day after starring in The Blue and the Grey

D-Day

g of the end



If you want you could always hold a seance to get in touch with old Winnie for a few tips to help you out



It may not look like much, but D-Day - the beginning of the end is one of the most engrossing games around at the moment

England, France, the Spanish border and Northern Italy on to Germany would be difficult without the Micro Miniatures system, but with it it is simplicity itself.

You can't fail to know what the D-Day landings were all about after the blanket television coverage recently given to the 50th anniversary celebrations



I don't profess to be an experienced wargamer, merely a novice who likes the occasional dabble, so I can say that if D-Day was easy for me to get into, and it was, experienced wargamers, and fans of the D-Day campaigns will immediately be able to immerse themselves in the period of one of the most turbulent times Europe has ever faced.

I like Impressions' games a lot, and no, that doesn't make me exceptionally bland. They really are the leading strategy games publisher and have developed the definitive engine.

When you are constantly receiving platform games and shoot 'em-ups to review every week it is a blessing when a game that allows you to

exercise your brain arrives. Don't get me wrong, if all we ever got were endless heavy strategy and wargames, a

Oh I say, that's a turn up for the books Trevor. Before the game the bookies were giving the British no chance. It's a funny old game

reviewer's life would be far duller than it is now, however action games do become a little mind-numbing after a while.

I'll bet the majority of Amiga owners have never even played a war game and that really is a crying shame. If you are one of these people, now is the time to give it a go. D-Day is a topical subject at the moment and one that you can't help hearing about, so why not try out a game based around it, you might just learn something.

If you are an experienced wargamer then you are guaranteed to love this. Impressions have hit on a winning formula, it's just a shame this didn't come out a month ago. **A**



THE LOW-DOWN

PUBLISHER Impressions
CONTACT 071 3512133
HD INSTALLABLE Yes
PRICE £29.99

GRAPHICS	50%
SOUND	55%
PLAYABILITY	88%
DIFFICULTY	Variable

I'm sure there are a lot of people who, unfortunately, will never read this part of Amiga Action. They will have looked at the screenshots, seen it is an Impressions, thought "Uh-oh, strategy alert", game and immediately turned the page. If you are one of the people who has stuck with it, hello. It has to be said that D-Day is an excellent war game and, while it may not be action packed, it is certainly thought provoking, and if you are willing to give it a try will reward your patience. And of course, nowadays there's no pleasure to be had from lamping Gerries. Oh good heavens no.

REVIEWED BY Steve

SECOND OPINION

Never in the field of human conflict was so much owed by so many to so few. I'm dead but if I was still alive then the chances are that I'd be playing this all day. Playing this and smoking big cigars, that is. And making poxy radio announcements.

OPINION BY Winston Churchill

OVERALL SCORE

85%



Falling down great distances can't do the dummy any good. Especially if you land on a bad guy!

The Incredible Crash Dummies

We found that the first game to take side-splitting humour literally has you tearing your arms out in frustration

along with no legs but jumping high will now be an impossibility.

But all is not lost when your arms have dropped off – picking up screwdrivers will replace a key body part. These screwdrivers are fairly rare and extra effort should be made to reach some of the trickier ones as it is well worth it in the end. Once you have lost both arms and legs the next hit will kill you off and send you back to the start of the level.

If you haven't guessed by now, The Incredible Crash Dummies is a platform game and an unusual one at that. Controlling one dummy you will see his arms and legs dropping off at an alarming rate unless you take care to avoid the flying wheels and rogue dummies. Enemies that attack you vary throughout the levels but most can be fended off by hurling spanners (which can be picked up in multiples of five) at them. Run out of spanners and limbs and you really are in trouble.

Dodging the wheels when you are legless requires consummate timing



The Incredible Crash Dummies have finally arrived on the Amiga. They've already had some success on the consoles and Virgin now hope to bring similar accolades to the Amiga with this conversion.

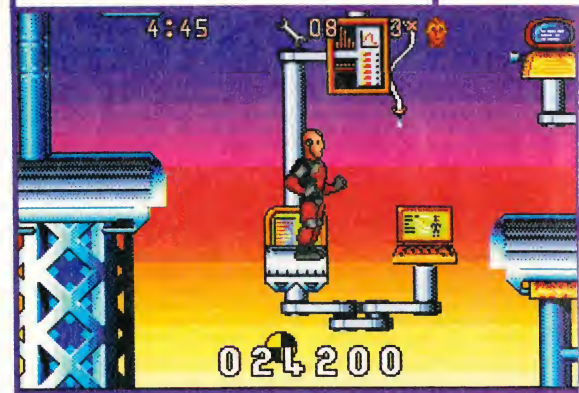
I don't know where to start really as the game itself is rather strange. You play the part of a crash dummy (that's one of those life-size dolls that they put in cars before smashing them up to see the effects) and the levels are all designed to test this dummy to the full.

The unusual thing about crash dummies is that their arms, legs and just about everything else is detachable from their main torso. This is all very tedious until some clever marketing men invent a storyline and turn the cute dummies into a cult American cartoon series and have them getting blown to bits every five seconds. This is more or less what the game consists of.

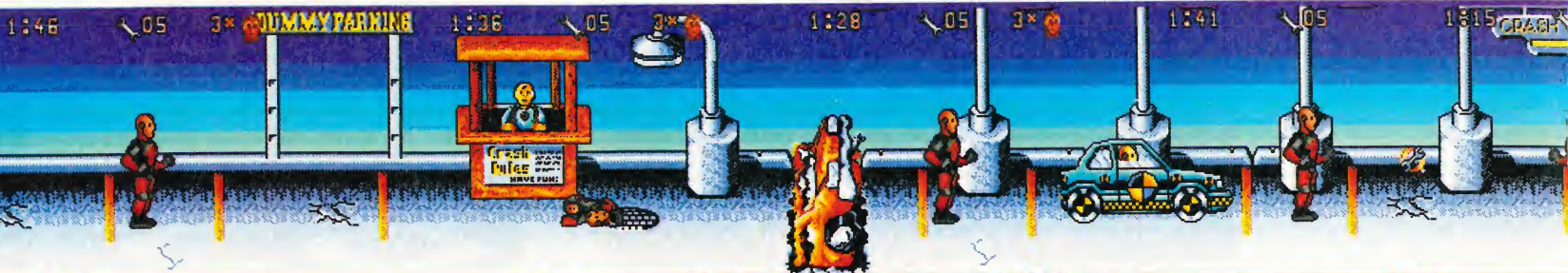
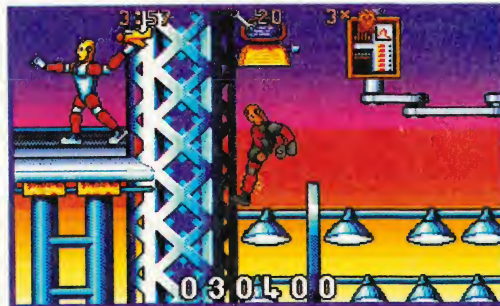
The evil Junkman has done his worst and kidnapped one of your mates – not very original but it's worked before. So you, as crash dummy Spin, are sent to get him back.

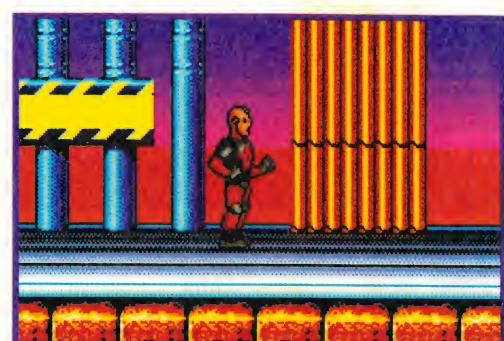
The only problem with sending one of these guys is that he is very destructible. The slightest touch from anything bad and a limb will fly off the mannequin, leaving him sometimes literally legless. The more limbs that drop off, the more restricted your movement. You can still scramble

What platform game would be complete without a moving ledge to leap to?



A renegade dummy is oblivious as you sneak up and spanner him to death





The later levels get extremely tricky and you know that the clock is counting down all the time

The animation of the main sprite is very nice indeed. The movement is fluent and the programmers have done a terrific job of making the dummy limp and crawl through its various states of disrepair. Unfortunately the control isn't as hot. Jumping can be quite tricky and this brings an unnecessary frustration factor into the proceedings.

This is a shame because everything was going so well. However it isn't unbearable and you may even get used to it fairly quickly. Initially the backgrounds will seem repetitive, but once you have left the first level, things start to hot up with trampoline pads and more enemies to contend with. It is quite easy to see your three lives disappear before your very eyes. Each level (or section of a level for that matter) has a strict time limit that is tricky to beat until you know where to go next.

Nagging doubts

This is a bit of a bitch when you arrive on a new level with one life left as it is unlikely that you will get too much further. Thankfully it has the old 'one-more-go' touch to it, so it can easily be picked up again and again, for a while at least.

A series of comic-style stills sets the scene. When this is done with, hitting the fire button



Crawling along on your stomach, you pick up some of the bonus crash symbols you find lying around

takes you straight to the game and there are no frills or options or anything like that to mess about with. I have to admit to having a doubt about how long the initial appeal will last. The Incredible Crash Dummies is a novel attempt at a platform game and definitely deserves credit but there is just something missing that keeps it below classic status. As an all-round game it is great fun to play, certainly for a while and it looks good to boot, but Doctor, I have these nagging doubts in the back of my mind! What shall I do? **A**

The road to the crash centre is littered with burnt-out cars, smashed-up water hydrants and renegade parking meters



THE LOW-DOWN

PUBLISHER Virgin
CONTACT 081 960 2255
HD INSTALLABLE No
PRICE £25.99

GRAPHICS	87%
SOUND	73%
PLAYABILITY	82%
DIFFICULTY	Tricky

I really liked it at first, then I carried on playing it. Don't get me wrong, I still like it, but I am beginning to think it has a certain something lacking to make it worth the money. The control isn't excellent but you can't have everything. The graphics and storyline are very quirky and there are some really nice touches which blend plot with gameplay. At the Crash Centre, in between avoiding little planes thrown by rogue dummies, you will come across a power-up that inflates you like a balloon and makes you fly. This sort of innovation pushes the game beyond the limits of the platform.

REVIEWED BY CHICKEN

SECOND OPINION

As platformers go it's not that bad I suppose. It's a bit different and has some fairly original aspects to its gameplay. If you have an insatiable thirst for this type of game and find yourself lacking a challenge at the moment then Incredible Crash Dummies is worth a look

OPINION BY Steve

OVERALL SCORE

83%

ACTION REVIEW REVISITED

Heimdall 2

Neil was a big Heimdall 2 fan but it was something that completely passed me by without my even forming an opinion on it. Having played the CD version I have to say that I agree wholeheartedly with what Neil had to say about it.



The blend of arcade strategy and puzzle solving works exceptionally well and the difficulty level is pitched exactly right, being neither too difficult for the beginner to become engrossed nor too easy for the experienced player to progress without much effort.

This is identical to previous versions in terms of gameplay. The only real difference is that the graphics are far more impressive, thanks to the enhanced use of colours, made possible by the higher spec machine

The CD32 version also benefits from the addition of a CD-quality soundtrack which makes the game about 10 times more atmospheric than it was before.

Heimdall 2 is a great game on any format but this enhanced CD version is just the top of the range model. **A**



C D 3 2

ORIGINAL SCORE

90%

UPDATED SCORE

91%

PUBLISHER Core Design PRICE £34.99 REVIEWED BY Steve

Naughty Ones



reviewing this version, if only so he could play it again without looking like he's on the skive.

I must admit to liking this game too. Its simplicity will undoubtedly put many people off, but as I'm sure you'll know, the simplest ideas often turn out to be the best, and this is the case here.

Naughty Ones offers absolutely nothing in the way of originality, and CD version offers very little in the way of new features, but as far as playability goes, this can't be beaten.

Another of Neil's favourite games and I'm sure, had he not been on holiday in Greece at the moment he would have fought tooth and nail to get the chance of

If you don't already own another version of this and have got a CD32 I would have thought that one of the first things you should do is get hold of a copy of this. **A**



C D 3 2

ORIGINAL SCORE

86%

UPDATED SCORE

86%

PUBLISHER Kompart PRICE £25.99 REVIEWED BY Steve

Impossible Mission

CD32-owning nostalgia merchants can quite justifiably get excited now. I'm sure many owners of the supposed wonder machine have grown up with computers from Atari VCS through Spectrum to Amiga and now CD32, and the chances are many of them have encountered what was undoubtedly one of the most popular games of all time.

Well now they too have the chance to play what computer owners have had for the last few

weeks, namely both the original game of Impossible Mission and MicroProse's brand spanking new remake with all the fancy graphics and knobs on.

The new game remains the same and was reviewed last month but there are some additions, namely a very nice animated intro sequence and the mandatory CD-quality soundtrack.

No one ever said the game itself was exceptional but the additions do just push it up to around the 80% mark. **A**



PUBLISHER MicroProse **PRICE** £29.99 **REVIEWED BY** Steve

C D 3 2

ORIGINAL SCORE

76%

UPDATED SCORE

78%

Frontier: Elite 2

The CD32 version of Frontier is best described as the PC version on an Amiga machine. The game that has become a way of life for many isn't really affected that

badly by the machine it is played on, it simply draws you in and refuses to let go no matter how hard you try to shake it off.

The CD has the same effect but it looks and sounds tons better. The graphics are simply stunning and the classical music tracks that play constantly in the background are stirring enough to provide more atmosphere than any game that I can remember.

When you start playing Frontier be prepared to stick around for a long time because it's not a game you can play for half an hour then consign to the cupboard. It is a game that you become engrossed your life begins to revolve around it. It's a sad state of affairs and one I would never admit to in public so keep it between us will you? A truly amazing game. **A**



PUBLISHER Gametek **PRICE** £29.99 **REVIEWED BY** Steve

C D 3 2

ORIGINAL SCORE

93%

UPDATED SCORE

93%

Check us out as we charge headlong into our popular-as-popcorn-at-the-pictures Reader Reviews section

SENSIBLE SOCCER

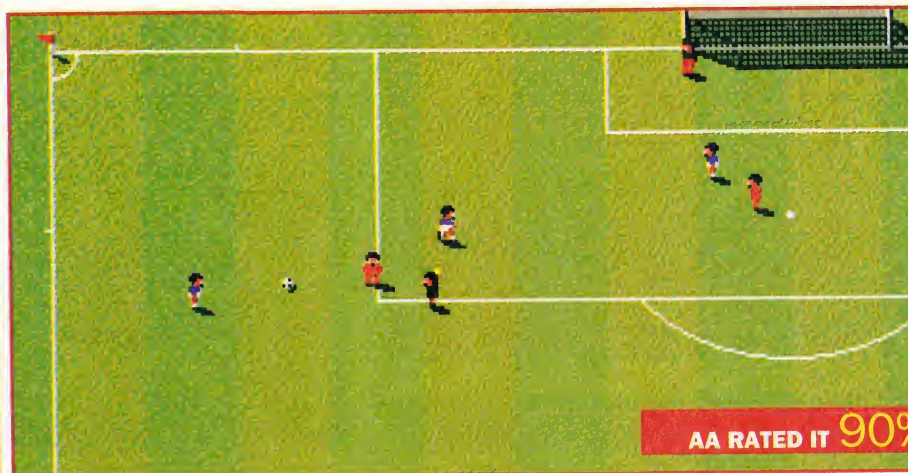
Renegade

Reader Reviewer Ian Sawyer, Surrey

I have always considered football games to be a crap waste of money but when I got Sensible Soccer my decision was totally changed. It is very enjoyable to play and one of my favourite games.

Graphics 78% **Sound** 76% **Overall** 96%

Summary The best football game ever! Two disks of addiction. Buy it this very minute



AA RATED IT 90%

MAN UNITED PLC

Krisalis

Reader Reviewer Stuart Davidson, Scotland

MUPLC takes football simulations a step nearer to perfection. With new features like volleys and the tacti-grid, it combines a management section with a match that is easy to get into to make a near perfect game.

Graphics 90%
Sound 88%
Overall 93%

Summary A great game, not just for Man Utd supporters



AA RATED IT 90%

OVER DRIVE

Team 17

Reader Reviewer Ross Minty, Oxford

This is a superb racing game. It has fast and furious graphics and excellent sound, but it also has totally addictive gameplay. If you enjoy racing games then this is the one for you.

Graphics 87%
Sound 82%
Overall 90%

Summary This is one of the best racing games at the moment, even better than Micro Machines



AA RATED IT 83%

LAST ACTION HERO

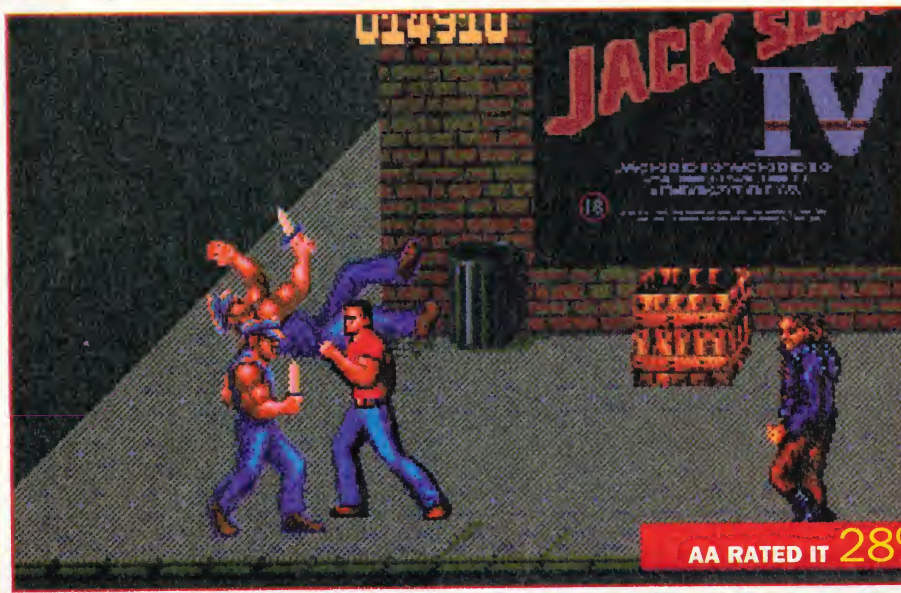
Psygnosis

Reader Reviewer John Barnes, Liverpool

This is quite simply the best, most highly polished platform/beat 'em-up in the history of the world. The graphics and sound are astounding and the gameplay is just a dream. Superb.

Graphics 93% **Sound** 90% **Overall** 95%

Summary More fulfilling than narrowly avoiding relegation any day!



AA RATED IT 28%

BENEATH A STEEL SKY

Virgin

Reader Reviewer Michael Stokes, Germany

Billed as the best adventure game ever but I am not so sure. OK it has nice graphics but it's just too damn tricky for anyone less than a genius. Some people may be able to do it but I can't.

Graphics 87% **Sound** 79% **Overall** 74%

Summary Too hard for mere mortals like me



DANGEROUS STREETS

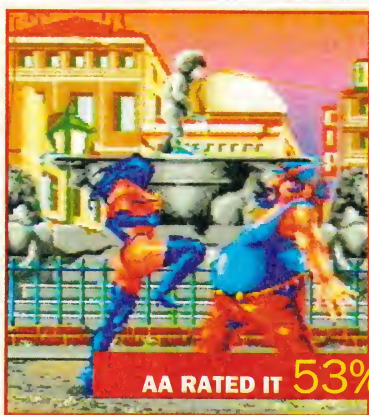
Flair

Reader Reviewer David Peters, W Yorkshire

This has got to be the worst beat 'em-up in the history of video games. The graphics are OK but on the sound, playability and difficulty front, it's a bungle!

Graphics 68%
Sound 9%
Overall 21%

Summary I offer my commiserations to the sad people who bought this game



COOL SPOT

Virgin

Reader Reviewer S Khan, Colchester

Oh, an unremarkable platform game that was not converted from the consoles too well. The gameplay isn't up to the likes of Zool 2 or James Pond, the scrolling is annoyingly jerky but the main sprite's animation is excellent.

Graphics 80% **Sound** 75% **Overall** 73%

Summary Buy Soccer Kid or Zool 2 instead



RYDER CUP

Ocean

Reader Reviewer Dennis McCarthy, Hove, West Sussex

Considering this is supposedly A1200 only it was a big disappointment for me, and I'm sure for golf fans everywhere. It looks as though it has been programmed by amateurs and I feel as though I have been cheated out of my money.

Graphics 60%
Sound 60%
Overall 60%

Summary Avoid this at all costs



Keep your reviews rolling in and we'll print as many as we can! Write to: Reader Reviews, Amiga Action, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP. Follow the format on this page, not forgetting to include all your percentage scores. If possible, try not to write more than 60 words of main text. Cheers!

Jack Nicklaus Unlimited Golf

Publisher Action Sixteen
Price £16.99

As far as I'm concerned, the more courses in a golf game the better, so initially it's a bit disappointing to find that JNUG only has two. Then your eye is drawn to the '...and course design' part of the title and things begin to look rosy.

The manual is possibly the thickest ever for a golf game, over half of it dealing with the course design aspect, but of course a quick round is what everyone wants, and it's here that that disappointment creeps back in. The graphics are OK at best, the portrayal (yop word that) of the ball in flight is, er, shaky, and it's far too easy to mess a shot up.

Designing your own courses would be a lot more fun if the whole thing didn't take too long, but the long wait for the whole thing to activate isn't worth it. As it is, at budget level, PGA Tour is a far better buy for all your golfing needs.

Reviewed by
Paul

SCORE 60%



Apidya

Publisher Team 17
Price £10.99

I think I'm right in saying that this is the first Team 17 budget release they haven't programmed themselves, or at least tinkered with in some way. They obviously decided that the product was good enough to stand up on its own even though it is a bit on the old side. And guess what folks? It is.

An insecty shoot 'em-up doesn't seem appealing for some reason: wasps and things just aren't very futuristic for one thing – angled space ships and massive moon rockets are more my cup of tea – but surprisingly (or more pointedly, with top programming) it works really well.

There is a story, but space prevents its telling. What I must say though is that the levels are big (er, well the first and second are at any rate), and the power-ups and excellent co-operative team option make for a very good, well priced shoot 'em-up that you could do a lot worse than buy.

Reviewed by
Paul

SCORE 82%

Worlds of Legend

Publisher Action Sixteen
Price £16.99

The sequel to Legend did very little in terms of new features and enhancing the original, but instead made use of what was an exceptionally user friendly game engine and took it further. Basically it was little more than an add-on disk to the original in standalone form, hence the full price tag.

The gameplay is, I suppose, rather similar in essence to the HeroQuest series. The major difference is that the game moves in real time and not in turns as the other games did. This leads to some frantic action as your party battles hordes of evil monsters in their quest, and not a little frustration when you fail, which is never a bad thing.

The original is one of my favourite games of all time so the sequel, being more of the same, is well worth a look if you're so inclined.



Reviewed by
Steve

SCORE 84%

Empire World Cup Year '94

Publisher Empire

Price £25.99

Depending on when you are reading this, the World Cup may or may not be over and done with. It hasn't even begun at the time of writing, but the chances are that Italy or Germany will have won it as usual, and that Jimmy Hill and Alan Hansen will have had long, boring discussions over the disgraceful antics of the Uruguayans while Des Lynam will have looked on smugly, safe in the knowledge that he, at least, has a life outside of football.

A life outside football eh? Not even the software companies seem blessed with one of those of late, and Empire are more guilty than most with no less than two shots at this most holy of footballing times. For fanatics who still haven't had their fill, this would seem ideal, with no less than four top titles and a data disk bursting from the box with all the enthusiasm of a Cameroons defender in a crowd of Argentinians. Let's just see what we have...

Right then: Sensible Soccer. It's the 1.1 version as used in Empire's last compilation, Award Winners and as played in millions of bedrooms the world over, and I simply refuse to say anything else about it because everyone knows everything about it that there possibly is to know. Except the title music has changed. So there you have it.

Striker? This is the 'nearly man' of footballing games, a kind of software David Fairclough if you will. If the Sensemeister hadn't turned up when it did, people would no doubt still be playing this, though, having said that, recent efforts from Krisalis and Sierra have put it in the shade to some extent.

Goal!, Dino Dini's 'third Kick Off', was one game which could possibly have put all others in the shade. It didn't, but it could have. Er, seriously, Kick Off 2 was tweaked, an optional side view feature added, new dead ball situations

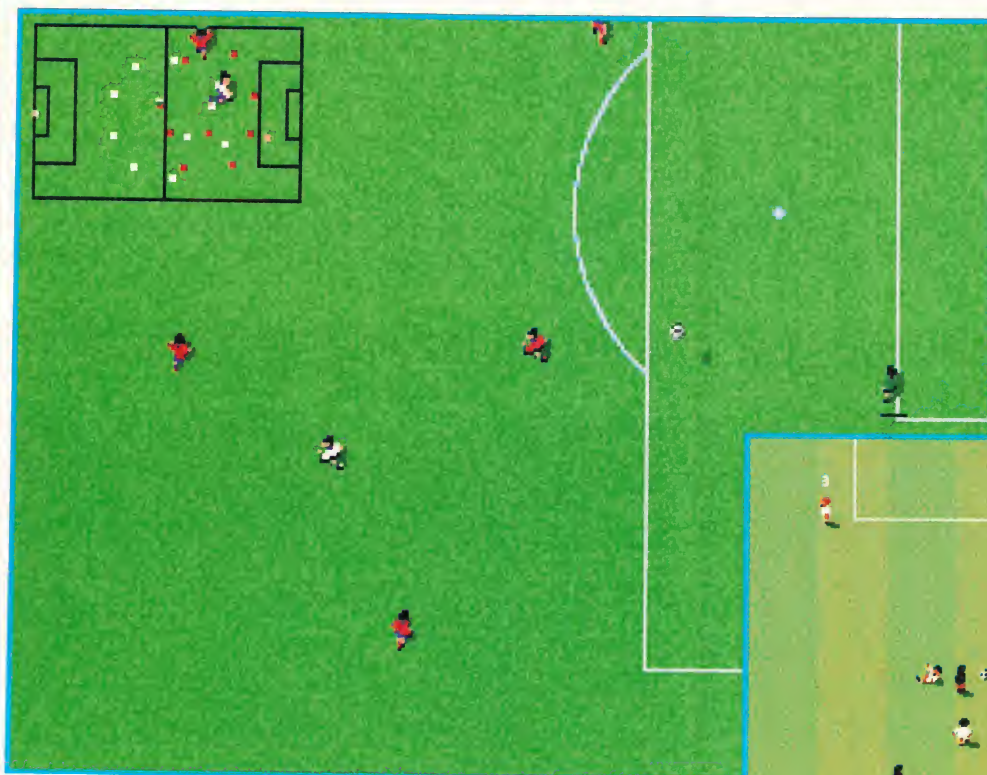


and a smart challenge mode introduced, and it was good. Very good in fact.

And then there's Championship Manager '93 and its younger brother, the data disk, CM '94. If Chicken here was King, then playing these for three hours a day would be compulsory. Frankly I'm glad he isn't. For one thing I'd hate to lick his head before posting any letters and for another, for me, the Premier Manager duo are tops. Still, it has to be said that the realism here almost makes up for the hours (literally) of waiting between seasons (HD and AGA machines are quicker).

And the verdict? Well Striker is out on budget, CM '93/'94 is available as a specially priced double pack, and Sensi - for the few who don't own it - has been in a compilation before. Add to that Goal! though, and should you not own any of the games, (or indeed not have spent all your cash on the thousands of other footy games around), the whole package is the best footballing value for money you can get this side of a free ticket to United.

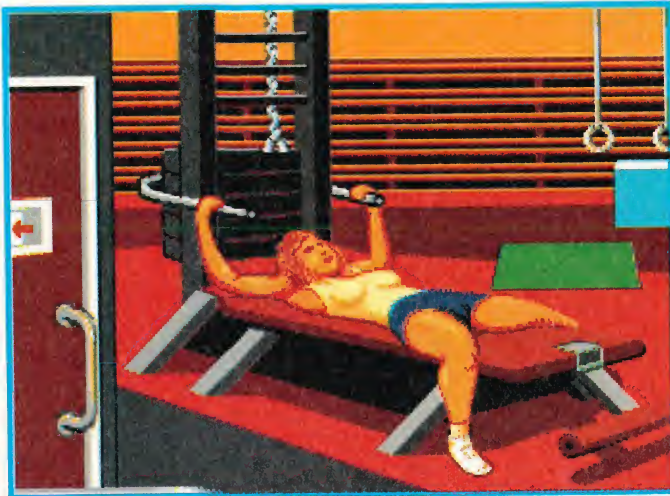
Another feather in the Empire compilation cap, and yet another football game reviewed by myself, for which congratulation are surely due for not going completely and utterly round the bend. LAAAAAAAAA!



Reviewed by
Paul

SCORE 83%

Budget Releases



The Games

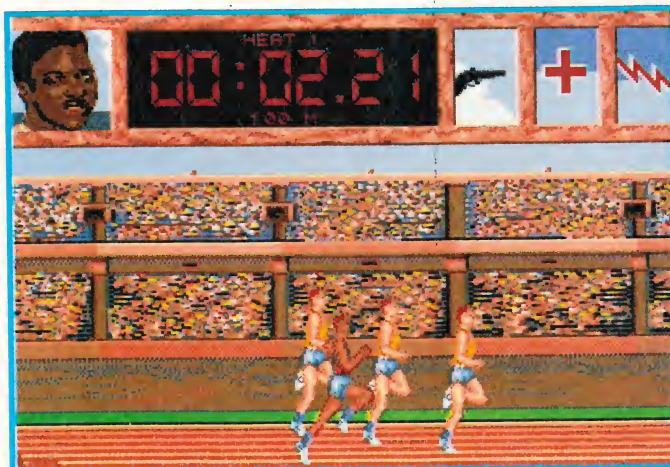
Publisher Hit Squad
Price £12.99

Let me start this review by saying that The Games is without doubt the most comprehensive simulation of the Olympic Games available on the Amiga.

Not only can you compete in virtually every Olympic sport (not just the track and field as is usually the case with games of this type), but there is also the option to manage a complete Olympic team in virtually every discipline which the Olympic movement embraces.

The number of events which are available is absolutely breathtaking. From the 100 metres to the 3000 metres Steeplechase, and the boxing to the diving, fans of almost every sport will find that their favourite is represented (obviously bareback hedgehog-riding enthusiasts will be disappointed, but the programmers had to draw the line somewhere). Unfortunately this plurality of sports is where the game falls down and the whole package suffers as a result. It's all very well running the 100 metres a couple of times, but all the track events are pretty much the same, and the boxing, fencing and wrestling are a bit lacking in terms of gameplay to say the least.

The management side of things did appeal to me though, and you can't fault The Games in terms of presentation. It's just the gameplay element that lets it down unfortunately.



Reviewed by
Paul

SCORE 81%

Road Rash

Publisher Hit Squad
Price £12.99

What can I say? Road Rash is without any doubt one of the most exciting, enjoyable and easy to play games ever created.

As out-and-out motorcycle racing games go, this is way up there right at the very top. But when you add to that the extra dimension in the gameplay provided by the 'get to the front and stay there by fair means or foul' mentality, the Road Rash experience is way out beyond any other pretenders to the throne.

Smooth scrolling tracks, a realistic difficulty level and the chance to beat your nearest rival over the head with



an iron bar whilst travelling at well over 150 mph are all memorable features. Dodging cars coming at you in both directions and avoiding the clutches of the local police are equally satisfying aspects of the game, and if you think you've got it completely sussed then you'd better look out for the cow that has strayed onto the road over the next tarmaced rise.

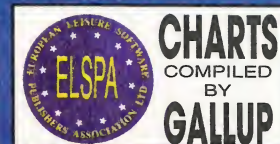
Road Rash is absolutely excellent from start to finish, and for a measly thirteen quid you should snap it up as soon as you can get your hands on it if you don't already own a copy.



Reviewed by
Paul

SCORE 92%

CHARTS



BUDGET

NUMBER	PREVIOUS NO.	GAME	PUBLISHER	PRICE	GAME TYPE	WE RATED IT
1	1	ARCADE POOL	TEAM 17	£9.99	SPORTS SIM	87%
2	2	JIMMY WHITE'S SNOOKER	HIT SQUAD	£14.99	SPORTS SIM	95%
3	3	SIM CITY CLASSIC	HIT SQUAD	£14.99	STRATEGY	91%
4	⊛	BATTLE OF BRITAIN	KIXX	£16.99	FLIGHT SIM	N/A
5	4	MONKEY ISLAND	KIXX XL	£16.99	ADVENTURE	91%
6	2	STREETFIGHTER 2	KIXX XL	£14.99	BEAT 'EM UP	53%
7	⊛	DUNE	HIT SQUAD	£14.99	STRATEGY	80%
8	7	EYE OF THE BEHOLDER	KIXX XL	£16.99	RPG	90%
9	⊛	STRIKER	GBH	£9.99	SPORTS SIM	75%
10	⊛	EYE OF THE BEHOLDER 2	KIXX XL	£16.99	RPG	N/A
11	16	CALIFORNIA GAMES	KIXX XL	£7.99	SPORTS SIM	69%
12	5	CADAVER	KIXX XL	£14.99	ADVENTURE	N/A
13	14	F17 CHALLENGE	TEAM 17	£12.99	RACING	81%
14	⊛	FIRST DIVISION MANAGER	CODEMASTERS	£7.99	SPORTS SIM	N/A
15	6	STREETFIGHTER 2	KIXX XL	£14.99	BEAT 'EM UP	53%
16	16	CORKERS COMPILATION	CORKERS	£14.99	VARIOUS	N/A
17	⊛	ROAD RASH	HIT SQUAD	£12.99	RACING	92%
18	8	LURE OF THE TEMPTRESS	HIT SQUAD	£14.99	ADVENTURE	83%
19	9	ALIEN BREED: SPECIAL EDITION 92	TEAM 17	£10.99	SHOOT 'EM UP	91%
20	11	F1 GRAND PRIX CIRCUIT	CDS	£7.99	RACING	N/A

CD32

1	2	GUNSHIP 2000	MICROPROSE	£29.99	SHOOT 'EM UP	94%
2	1	ULTIMATE BODY BLOWS	TEAM 17	£29.99	BEAT 'EM UP	91%
3	4	LIBERATION	MINDSCAPE	£34.99	ARCADE/STRAT	90%
4	1	FRONTIER: ELITE 2	GAMETEK	£39.99	ARCADE STRAT	93%
5	3	THE CHAOS ENGINE	RENEGADE	£29.99	SHOOT 'EM UP	92%
6	⊛	LAST NINJA 3	SYSTEM 3	£14.99	BEAT 'EM UP	N/A
7	⊛	MYTH	SYSTEM 3	£14.99	BEAT 'EM UP	N/A
8	8	PIRATES! GOLD	MICROPROSE	£29.99	ARCADE/STRAT	90%
9	⊛	LABYRINTH OF TIME	ELECTRONIC ARTS	£24.99	ADVENTURE	87%
10	⊛	DISPOSABLE HERO	GREMLIN GRAPHICS	£29.99	SHOOT 'EM UP	85%

★ = RE-ENTRY ⊛ = NEW ENTRY

PD

Tight-pockets Neil delves deeper than

Sensible Massacre

NBS Disk No. G393

Games with curiosity value are always welcome in PD land, and they don't come more ridiculous than this. Sensible Massacre is described by the programmer as a revenge mission for all those who still hold a grudge against the Dutch footy team for dumping the mighty(?) England out of this summer's World Cup Finals.

With tiny graphics owing more than a little to Sensible Soccer, the Dutch players appear at the top of the screen running towards the English goal. The only line of defence is provided by the English goalkeeper who is able to launch a stream of exploding footballs towards the enemy.

Imagine Missile Command with a football theme and you have the general idea of what this gore-filled extravaganza is all about.



SENSIBLE MASSACRE: Kill the Dutch. Kill! Kill! Er... no offence to our lovely readers in Holland

Punters

SANITY SOFT

Punters is an aptly named PD package for all those people who like a bit of a flutter from time to time. Every conceivable gambling and gaming interest is taken care of, with one-armed bandits, horse racing, blackjack and othello all included. I don't quite see the point of betting on a game of othello (or even playing a game of it for that matter), but maybe I'm just being a little too pedantic about the title for my own good.



PUNTERS: A dubious banana features heavily in the fruit machine section of Punters

Sports Challenge

PD SOFT Disk No. ASS176

Many moons ago, the multi-event sports sim was king. This year saw US Gold breathe a little life into the genre with the release of Winter Olympics, but there's nothing quite like the Summer Games to get those pulses racing.

This disk contains two versions of Sports Challenge: the Spring edition, which includes swimming, shooting, gymnastics and archery; and the Summer edition consisting of diving, shooting, sprinting and cycling. My own personal favourite events are the artistic disciplines like the gymnastics and the diving, but there are enough stamina events included to please the more manic joystick wagglers.



SPORTS CHALLENGE (SUMMER): The diving event is one of my particular favourites

Incinerator

PD SOFT Disk No. ASS176

An extra bonus for sports fans is the inclusion of Incinerator on the same disk as the two versions of Sports Challenge. A souped-up version of Missile Command

describes Incinerator adequately enough, and as far as 'defending a city from incoming missiles and other dangerous stuff'-type games go, Incinerator is certainly the full monty.



INCINERATOR: Missile Command with knobs on I'm sure you'll agree

Cookie

PD SOFT Disk No. ASS178

Spectrum fans rejoice! Cookie, the world's first food-based shoot 'em-up can be yours on the Amiga.

For the uninitiated, our unfortunate chef has got a bit of a problem in the old kitchen. The temperamental ingredients are on the rampage, and the only way our white-hatted hero can solve the problem is by firing flour at the disobedient eggs, tomatoes and their fruit and veg pals. Ingredients which fall into the cooking pot score points, and those that enter the surrounding bins make your task harder.

Cookie is pure unashamed nostalgia, and it even has the Ultimate Play The Game logo on the title screen.



COOKIE: Food-fuelled antics are the order of the day in this version of the Spectrum classic

ever before to bring you some stuff...

Temporal Misplacement 17 BIT SOFTWARE Disk No. 3110

Picture the scene. A meteorite falls to Earth just as the world's fuel resources are running dry. As luck would have it, this plummeting asteroid contains an energy crystal which holds the answer to the whole crisis.

Unfortunately, during an experiment at the laboratory which is working on harnessing the crystal's powers, an accident occurs which sends the priceless jewel through a time rift back into the past. Somebody must retrieve the crystal and that somebody is you.

Sounds like the storyline to an adventure game, and indeed that's just what it is.

The inclusion of some very detailed (if black and white) background graphics is the key to making Temporal Misplacement full of atmosphere and it's not a bad adventure to boot.

TEMPORAL MISPLACEMENT
The graphics may be black and white, but they certainly aren't lacking in atmosphere and detail



OUTSIDE THE FRONT GATE

You are standing near the northern end of a large, near empty, canyon. There is a millstone man here, guarding the front gate to what appears to be a newly built prison complex. The guard has a frown on his face and looks cold and irritable. You won't get past him easily!
You can go: SOUTH



OVERLANDER:
The screen might look a little empty, but the background scrolls in a particularly smooth fashion

Overlander 17 BIT SOFTWARE Disk No. 3116

More Spectrum memories are provided by Overlander, but unfortunately the name of the original game escapes me. All I can remember is the fact that it used to play the theme from Raiders of the Lost Ark (no doubt one or two readers with elephantine memories will be able to help me out with the title of this long-forgotten gem).

Anyway, Overlander is a direct descendant of the Specy classic featuring a moon buggy travelling over a horizontally scrolling cratered lunar landscape. Flying saucers appear from time to time to make things a little trickier, and there is even a choice of three tunes as a soundtrack to your moon-driving escapades.

THE SHEPHERD: Populous with sheep would be an adequate description of this woolly animals sim



The Shepherd 17 BIT SOFTWARE Disk No. 3111

The Shepherd is a God game in the Populous mould, where the idea is to control farm animals rather than humans. Take a trip to market, buy the livestock of your choice, and then strategically position your flock/herd/gaggle near a food source. With a little bit of luck they will go forth and multiply, thus increasing your stranglehold on the planet's surface.

The option to destroy an enemy's livestock is also included, so if you're a bit of an evil bugger, this game of global dominance should be right up your street.

Formula One Manager NBS Disk No. G392

Ever fancied yourself as a bit of a Frank Williams or Ron Dennis? If you have, let me recommend this easy-to-use sim of the financial and mechanical strains of managing a top Formula One team and if you haven't - you are obviously sensible enough not to spend your summer Sunday afternoons in front of the box watching Grandstand - may I suggest a stroll through the leafy surroundings of beautiful Bolton Abbey followed by a picnic next to the river. Ooh lovely!

FORMULA 1 MANAGER: Rev those engines and prepare for the thrills and spills of life in the fast lane

PITS	M. Prigent	PITS
	M. Schumacher	
	D. Warwick	
	D. Hill	
	J. Alesi	
	E. Comas	
	M. Alboreto	

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Public Domain

F17 Challenge was the Teamer's first racing attempt – a budget release which put a few games twice the price to shame. Not the perfect race game by any means, but a damn good ten quid's worth of honest fun



Were Steve McNally and I the only two people in the world to like Overdrive? Steve awarded it 83%, and I played it to the finish and enjoyed it more than Micro Machines if the truth be known.

Yet now even Team 17 are saying that perhaps it wasn't the best racing game ever seen. F17 Challenge, their first racing effort, was generally better received. But now, with the imminent completion of a racing trilogy, Team 17 are confident that combustion engine-induced greatness is destined to be theirs at last.

The all-acronym ATR (All Terrain Racing, see?) will be with us some time towards the Autumn, and is being developed by Jamie Woodhouse and Danny Burke, two Team 17 veterans. This month we speak to coder Jamie, whose racing game pedigree is undeniable.

"Danny and I didn't know each other before we

ON THE RIGHT

PART 1

When it comes to racing games, the likes of Micro Machines and Skidmarks are going to take some beating. We talk to the programmers behind Team 17's ATR – that's All Terrain Racing to you – about their aspirations

BY: PAUL ROUNDELL



Graphic artist Danny Burke (left), and programmer Jamie Woodhouse (er, right). They're doing ATR you know. For Team 17





Overdrive, release #2 in the Team 17 racing hall of fame. Perhaps the worst received of any Team 17 game to date, I thought it was great, despite one or two reasonably sized flaws. Jamie and Danny are hoping that release #3 will have everything this should have contained, and more besides, and it's all looking promising...

'If you have a rocky track, you feel as if the car's going over rocks; if it's a snowy track, you're losing control of the car'

began working on ATR," he says of their collaboration. "We came together through Team 17, having both worked on projects for them in the past. I'd done some work on an 8-bit game called Qwak for the BBC, and later updated it for the Team 17 budget version that was released on the Amiga a few months ago."

Racing game-wise, Jamie is a Psygnosis old boy, having programmed the much praised Nitro a few years ago. Jamie himself seems less than impressed by it "It was... all right," he concedes. "But... well, it could have been a lot better. It was OK at the time I suppose. The thing is, it was programmed on an ST and ported to the Amiga, and Psygnosis kind of took over..."

...Er, right, well we'll leave that there for now... So why another race game then?

"Well I'd actually started to develop a race game of my own accord before this came about, and

Danny was already working on some graphics, so the idea was already there."

And what about Team 17's previous racers – was he wary of making ATR too similar? It is after all another overhead perspective.

"I never played F1 Challenge, but that's a completely different type of game anyway. Overdrive – that was OK when I first played it, but I got fed up after a while. I don't know – there like, wasn't much feedback from the screen, if you know what I mean." Er, no.

"Well it's like, everything was a bit the same, there wasn't much interaction. With ATR, I want to make it so you identify with what's on screen: you know – if you have a rocky track, you feel as if the car's going over rocks; if it's a snowy track, you're losing control of the car."

There isn't much background filled in at the moment regarding the races, championships, goals or whatever, the brief lying very much upon the solid gameplay, but there will, it seems, be rather a lot of tracks.

"There'll be about five or six different track types – rocky, snowy, space – that kind of thing, with about eight tracks per world, if you will. I've got a good editor to put the tracks together. There's only one type of car at the moment, but I think we'll be having a few different kinds. That hasn't been decided yet though..."

Now of those people who did enjoy Overdrive, most of us were a bit disappointed at the need for a modem link for the two-player game. It's no fun that way. Hardly anyone's got a cable thingummy, and those who have one can't be arsed carting their Amiga all over Western Samoa just to compete against a friend. Tell us it isn't like that Jamie, tell us, tell us.

"It isn't like that."

YESSS!

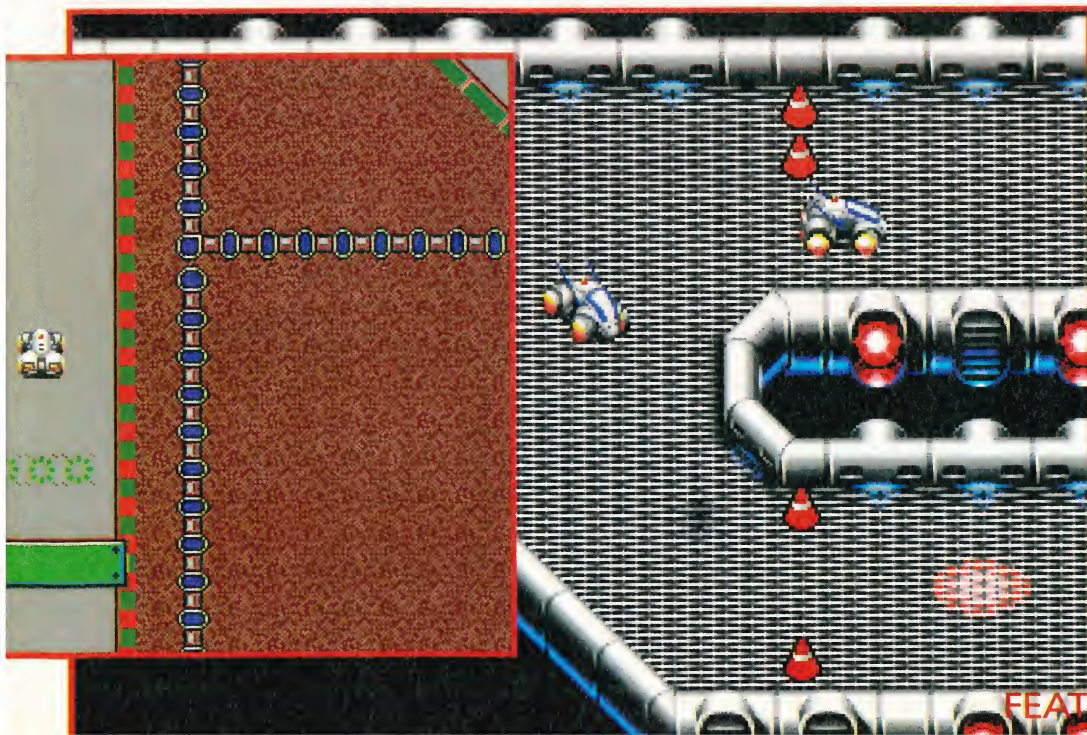
"In two player, competing cars will be on the screen at the same time, and what we'll probably do is flip the back marker on when he gets too far behind."

What penalties this will incur have yet to be decided – time or points seem about the only two options, but they may yet opt for a battle mode, where the sole objective will be to simply force your opponent either off the track or push him out of the way and leave him behind.

One thing is for certain, Jamie and Danny are pulling out all the stops. They are incorporating bridges, ramps, jumps, skid marks, engine smoke – even the perspective is quirky – to make sure they overtake the likes of Skidmarks and Micro Machines. Quite ambitious for two guys living 200 miles apart whose main form of communication is sending disks through the post.

Next month we'll see what Danny (he did Body Blows you know – put himself in the game too) has to say, maybe inspect the gameplay, and take a look at more screenshots as they are brought up to date. And stuff. **A**

T TRACK



“Why, what could this be?” you cry. “Surely not the good old Blue Prints already...” Well yes it is, and after last month’s poor showing we’re up to speed once more. And now we are also featuring updates on previously previewed games and upcoming ones that aren’t quite ready for a full preview. You’ll see what we mean...

F.I.F.A. Soccer

Electronic Art’s sporting sensation hits the Amiga. Hailed on the consoles as an equal to Sensi, David Longworth adopts an air of aloofness and awaits the proof

p74



Top Gear 2

Hey, remember Top Gear 1? No, neither does Paul Roundell, but then he struggles with his own name sometimes. Gremlin? A racing game? Could it be true?

p80



AB2: Tower Assault

In traditional style, Team 17 spice up an old game and knock it out at a bargain price. The graphics are better for sure, but what about that difficulty? The Stevester finds out

p77



Kid Vicious

Steve McNally, ever the poe-faced cynic, suspects that Ocean’s latest owes a lot to a certain blue hedgehog who may or may not be called Sonic. He could be right you know...

p78



Plus Fields of Glory,
Super Stardust, Kingpin

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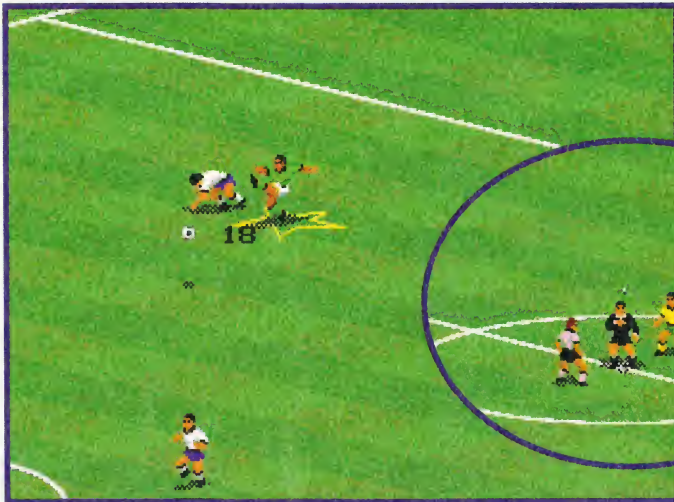
ELECTRONIC ARTS: 0753 549442

Blue Print

90°

The player indicated by a star is the one you control. The star is coloured when you have possession, changing to an outline if you lose the ball. When attacking, a crosshair will appear under a team mate in a good position to receive the ball, but your pass won't go directly to him like in other games so you have to make sure it's accurate.

The key to FIFA is the 2,500 possible frames of sprite animation programmed into the game. Your player can do flying scissors kicks, diving headers and, as we see here, the power shot. When the ball goes into the back of the net, the player does a little victory run to play to the crowd and if you're lucky, he'll incorporate a somersault into this. The game actually assesses the quality of your play and if a goal is dead impressive, the crowd go wild.



Right from kick off you realise you are playing on a very large pitch with only a relatively small section in view on any one screen. This isn't a problem, as the graphics move very quickly as if you are watching the game through a TV camera. But on the Mega Drive version you could cheat somewhat by opting for manually controlled goalies and shooting from way out of the box so that the goalie didn't even see the ball coming.

FIFA Internat

The most popular console game of last Christmas, EA's FIFA shifted so many units for the Mega Drive that games stores were running out in the first few days of its release. Mega Drive enthusiasts were going wild over this game and labelling it the best soccer game yet. They were even saying that the battle for the definitive World Cup football game had already been won. But things have changed since then and Amiga gamesplayers know better – or do we?



Manual or computer-controlled goalies seem to be de rigueur these days, but these really are something special. Difficult to get the hang of, but once you do they are a joy to play with. The yellow arrow on the side of the screen indicates where the man is you should be passing to. Up field obviously.

One problem with FIFA on the consoles was the angle of the pitch. It was designed to represent a realistic television camera angle and visually it achieved this, but because the pitch was on an awkward diagonal it was sometimes difficult to get the hang of the direction controls. You could change the orientation of the pitch however.



Team Formation



```

3 5 2
4 4 2
S 4 2
4 2 4
4 3 3
    
```

Up/Down-Select

Team Coverage



Defence
Midfield
Attack



Up/Down-Select
Left/Right-Adjust Range

Substitutions



No.	Player Name	Skill
16	M Ken Sands	79
19	M Tim Dennehy	73
9	M Terry Chellas	64
7	M Richard Hope	64



Up/Down-Select
A-Pick C-Cancel

Team Strategy



Long Ball
All Out Defend
Attack
Defend
All Out Attack



Up/Down-Select

But the real clincher on the consoles was the graphics. Never before had a football game looked so good and all around the country, thousands of kids were playing FIFA, many taking advantage of the four way play adaptor available for the Mega Drive. For many it will have been their first Mega Drive game as it came in the Mega Drive II package.

The Amiga conversion will ask a lot of FIFA, mainly because the three-button Sega joypad was a crucial part of the game's success, but also following the release of Audiogenic's ultra-realistic Wembely International Soccer and the anticipated success of US Gold's World Cup '94.



The Mega Drive game certainly had plenty going for it. Firstly it was part of the prestigious EA Sports collection, which included NHLPA, the definitive hockey sim; PGA Tour, arguably the best golf game; and the John Madden American football series. Need I say more? Then there was the FIFA name. People said that if the ruling body of International soccer had given their seal of approval – and apparently they did play a part in the design – then that was good enough for them. And of course it features the 48 teams competing in the World Cup, albeit with the names slightly changed, since US Gold had the official Los Angeles licence.

ional Soccer



Options aren't as impressive as in US Gold's World Cup, but are still pretty comprehensive. Team Coverage is a bit of a pain, since players cannot go outside the range you specify for them. Again this can be changed. All the usual formation and strategies reveal nothing particularly innovative, but one really nice touch is the option to make players susceptible to tiredness. Turn this off and you have an arcade-style Sensi-type game, turn it on and it's just another bonus in the realism stakes. Despite obviously being aimed at our cousins across the Atlantic the programmers are football fanatics from this country, and so many great footballing moments have been included that you'll constantly be discovering new moves and new situations.

Sad American commentator gives you the low-down on the match, American football-style. I don't know why the Yanks have any claim to stage the World Cup when they neither understand the game of footy, nor can they play it. The US team have only qualified for the World Cup four times despite entering every year and in

Germany		Australia
9	Shooting	4
8	Running	2
7	Passing	3
6	Defence	2
5	Tackling	3
4	Goal Keeping	5
3	Overall	5

My name is Ron Barr and you're watching EA Sports.

We have an exciting

Project FIFA International Soccer

Publisher EA

Team In house

Release July

Inspected by Dave

It seemed like the whole world went absolutely wild over Stardust from Finnish developers Bloodhouse. The whole world except Amiga Action that is. We thought that it was a good game that became far too repetitive too quickly for our liking. Bloodhouse have recognised the fact, and with a swift change of publishers have come up with a new improved version which will hopefully iron out all the flaws making the game worthy of some of the high scores lavished upon it by over zealous reviewers. Even the graphics, the one thing that couldn't be criticised in the original, have been completely overhauled and re-rendered making the game absolutely stunning to look at, as I'm sure the majority of you have already noticed.



Another tunnel shot once again demonstrates the excellence of visual quality that Bloodhouse have obtained. The still screenshot doesn't demonstrate the speed and exhilaration that is created though. We've viewed a video of a tunnel flight sequence and, believe me, impressive isn't a strong enough word to describe the effect.



For me, by far the most disappointing aspect of the original, apart from the repetitiveness of the gameplay was the fact that the ship, the game's main sprite was so poorly drawn. When all around was so nicely drawn, the ship itself stood out like something that stood out a lot. This has been completely overhauled and now looks less out of place than it once did.

Super Stardust

The finished game will feature 30 levels, four absolutely amazing tunnel sequences, two additional special missions and, as a result of the game being A1200 and CD32 only (did I mention that before?), it will have 256 colours and 12-channel title music with eight-channel sound (four for music, four for sound effects).



So, graphics, you'll be a bit good then will you? Yes, it's true, the already jaw-dropping graphics from the previous version have been improved at least a hundredfold. Bloodhouse have excelled themselves this time and certainly run the risk of setting too high a standard for themselves. The game will feature plenty of pictures of this quality and even better than this littered throughout. Most amazing though is the fact that many of them move.

Project Super Stardust

Publisher Team 17

Team Bloodhouse

Release September

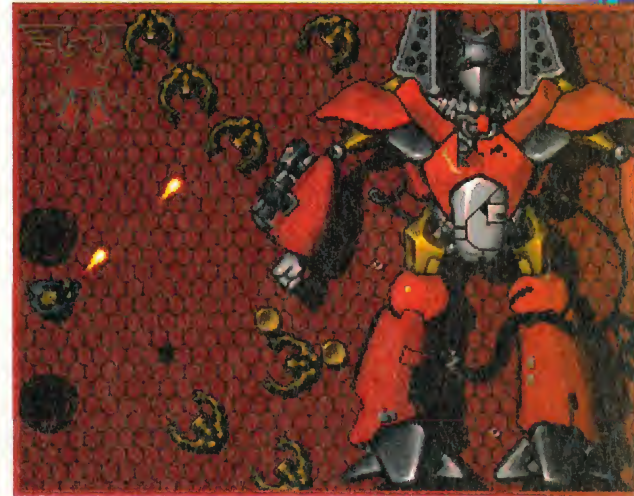
Inspected by Steve

Alien Breed 2

Tower Assault

It looks as though the trend for Team 17's amazingly successful shoot 'em-up Alien Breed series of games is being set, and would appear to be releasing the original game first followed in a few months by a special edition remake with enough new stuff to entice even owners of the first version into a second purchase. This pattern is being followed by Alien Breed 2 with its special edition cunningly titled Alien Breed 2 - Tower Assault. Is it looking any good?

Screaming hordes of aliens hurl themselves at you relentlessly throughout the game with one subtle difference to the last game. When you had cleared an area of aliens before they always magically regenerated themselves. Not anymore. Once they are killed they stay killed in this version, making life a lot less complicated for the player.



The aliens remain just as fearsome and nasty looking in Alien Breed 2 - Tower Assault but players of the original can feel safe in the knowledge that, as a result of certain criticisms of the first version the

game will not be quite as tricky this time around. It will still be very difficult, just not quite as bad.



The reworked version of Alien Breed 2 thankfully retains the moody atmosphere that has come to symbolise this phenomenally successful series of games from Team 17. Alien Breed was one of the first games that managed to unnerve the player with its excellent use of spot effects and music and Tower Assault maintains that tradition.

Don't be fooled into thinking that because you own Alien Breed 2 there is no point buying Tower Assault. We are assured that the game is going to be completely different, and while there will be some recognisable aspects, the pros will far outweigh the cons. One major addition is the inclusion of a superb intro sequence for the higher spec machines.



All the graphics have been completely overhauled and all the levels have received a comprehensive redesign. In fact you will be surprised to hear that even if you have played Alien Breed 2 to death you will still find much of the game to be completely new to you, ensuring real value for money.



Project Alien Breed 2 - Tower Assault

Publisher Team 17

Team In house

Release August

Inspected by Steve

Bit tricky this one, at least for me. It's the first of the new-style blue prints leading to a little uncertainty of what is actually expected, and secondly there is no official storyline available for the game as yet. What is being bandied around at the moment has something to do with a caveman, but where he got his jeans and jacket from is not clear. I'm not convinced personally. If you ask me it's a case of program the game, worry about the setting later, but who's to say that's a bad thing? In the case of Kid Vicious it doesn't appear to have suffered much, if indeed at all.



There are a hundred thousand platform games in the pipeline at the moment and by the time this comes out there will no doubt be a hundred thousand more. After a while they all begin to merge together in a sort of blurry mess in your mind and you end up with games like Brian Pond - Operation Lion. Kid Vicious looks quite good though, and will hopefully do enough to distinguish itself from the myriad of opposition games it will face on its release later this summer.

Kid Vicious



Kid Vicious is looking highly promising at the moment. It is always tricky to release a game into the highly competitive platform market and any successful product must stand head and shoulders above the rest of the crowd. I'm not sure Kid Vicious will scale these heights but it may well come close, and if it does will be well worth a look in the very near future.



The main sprite is looking as though he is going to be billed as a caveman. I don't buy it personally, and if there is any attempt to say it was deliberate, and even, heaven forbid, pass it off as a disguise for the Neanderthal to move freely among the masses I won't be responsible for my actions. I can accept not having a proper storyline when a game is conceived but not coming up with one at all!



It has to be said, Kid Vicious owes a lot to Sonic the Hedgehog. In fact, the term law suit could become a well uttered phrase around the Ocean offices if they're not careful. Only joking lads, there's absolutely no resemblance whatsoever, and Kid Vicious contains nothing but totally original ideas. Honest.



In the version we've seen, Paul was constantly moaning on about how 'The Kid' jumped too far. It didn't bother me to be honest considering that when he jumps he tucks his body into a ball shape with his club and spins across the screen killing anything he touches. If anyone at Sega is reading this, this is of course absolutely nothing at all like a Sonic the Hedgehog game.

Project Kid Vicious

Publisher Ocean

Team Magnetic Fields

Release August

Inspected by Steve

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STOMPIN'BLOODLET
TIN'GOALGETTIN'B
ACKBREAKIN'FINGE
RACHIN'BALLSHAK
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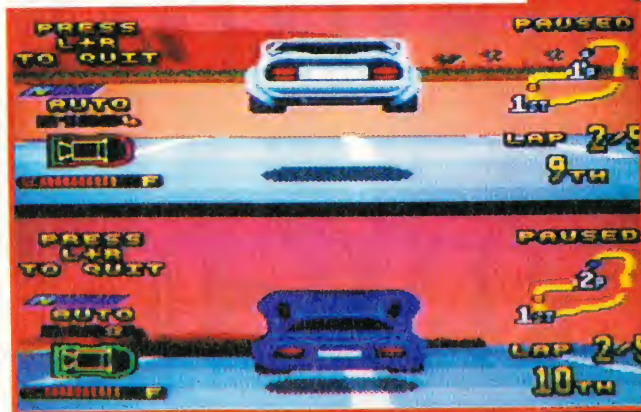


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Any race game from Gremlin is worth taking a look at. If the makers of the Lotus trilogy and Nigel Mansell can't come up with something decent then no bugger can, but they've kept this a bit quiet, and what's with the suffix anyway? Apparently the game is very close to completion at this time and may even be in the shops by the time you're reading this.



"It's a conversion of Top Gear from the SNES," Gremlin PR wallah Steve McKeivitt explains. "But we didn't want to confuse those people who might not have seen it or heard of it on the SNES by suddenly releasing Top Gear 2 without a sniff of a number one. Hence the Top Gear 2 see?" Yes, but what about - oh, the phone had gone down. Never mind, there's a press release here full of information and I can tell you now that TG2 will be released in A500 and A1200 form.

Top Gear 2

"Top Gear 2 promises to be the fastest Amiga racing game ever. It's jammed with twice the programming horsepower of the original Top Gear, so you can burn through—" Whoa! Hold it right there for just a second Mr. Press Release. Original Top Gear? What original Top Gear? There wasn't one. At least, not on the Amiga. It was released on the Super Nintendo, but that format never saw a sequel. Oh, my head hurts, and I don't know what's going on! Perhaps solace lies within the cool confines of the rest of the page...

Just as any football game is automatically compared to Sensible Soccer, so is a racing game to Lotus, and it must be said that the graphics are similar. Life on the track begins with you behind the wheel of a basic car, the idea being to win races, win money and buy good stuff (like chamois leathers and that kind of thing). Simple.

The demo version we saw was reasonably early, but the control seems on a par with earlier efforts (yes, that means Lotus). The cars don't appear over responsive, and there is some scope to control the skids. One thing you didn't see in Lotus was the car careering out of control and going... bottom over breast, so to speak in spectacular fashion like this.



Those who get bored easily should be sorted with Top Gear 2. There are 64 races in all, each in a different city, spanning 16 countries. The screenshots here don't show it off very well (it is a preview after all), but the background graphics give a smart representation of the country you are currently in: pyramids in Egypt, Monte Carlo, that kind of thing, but it's done really well and looks dead nice. We'll see...



Project Top Gear 2

Publisher Gremlin

Team In house

Release July/August

Inspected by Paul



Atmosphere is all important in cases such as this and you have to be careful in creating it that you get every single fact one hundred per cent right or you have a crowd of rampaging 'enthusiasts' baying for your blood. I can't say whether MicroProse have managed it or not, not being bland enough to even care. Just play it I say.

Fields of Glory

You know, sad as it may seem, there are people who, at the weekends, get dressed up in full uniform from, say the Napoleonic era, go out into a field in the middle of nowhere, and spend the whole of Sunday re-enacting a famous battle. Now, I don't know about you, but to me this sounds like a particularly strange way to spend your free time. I mean these things go on all day, so what happens if you are one of the people who gets killed at the outset of the 'battle'? Surely this means you have to lie perfectly still all day with people trampling on you all the while making gun noises...

Owners of standard Amiga 500 machines will no doubt be ecstatic to learn that the game will be making an appearance on their machine, alongside the A1200 enhanced version which will of course feature enhanced graphics, sound and other knobbly bits which generally make it more like the PC version which has been around for a while. Gameplay will be unaffected though.



The game covers the hundred days following Napoleon's departure from Elba and culminating in his defeat at Waterloo. There are four major historical battles from this campaign that are specifically featured. For the history buffs they are Ligny, Quatre Bas, Wavre and Waterloo. There, that wasn't too interesting now was it?



Fields of Glory presents several innovative features including something which has become known as MicroProse's close quarters combat system, designed specifically to put the player in the thick of the action. It seems to work quite well too.



Fields of Glory features an extensive database containing accurate and complete orders of battle and biographies of the commanders right down to divisional level. Each commander is represented by an authentic portrait and each separate division is portrayed in glorious colour.



Project Fields of Glory

Publisher MicroProse

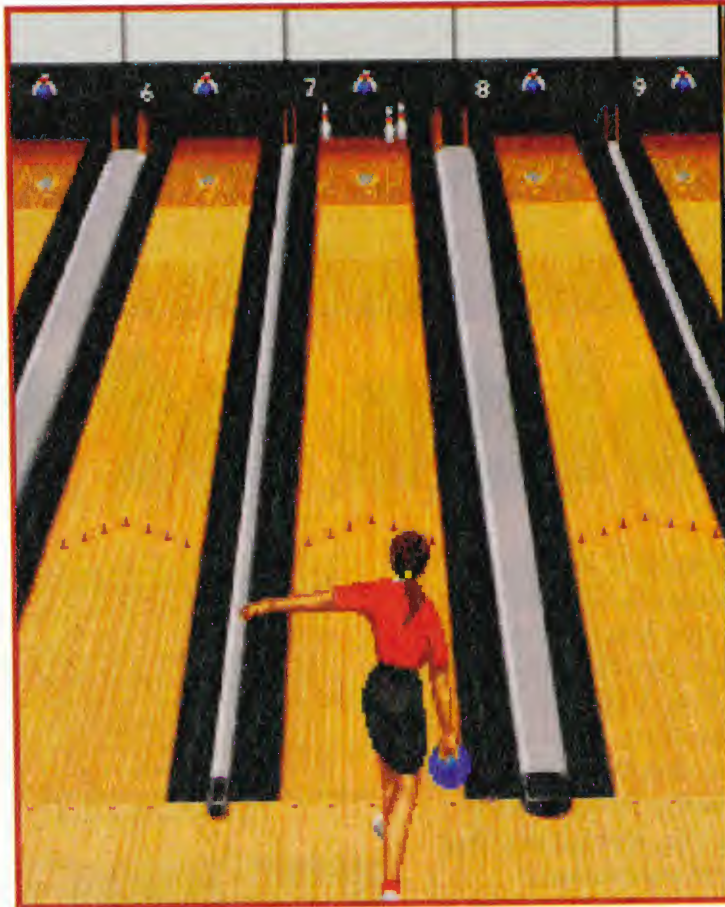
Team In house

Release September

Inspected by Steve



Scoring a game of tenpin bowling is tricky enough at the best of times. I wonder how many people out there know the full ins and outs of the mathematics which are used to determine the points totals of each player. I know for sure that it's all a mystery to me, and I will be extremely grateful for the computerised scoring system which Kingpin will use. The programmers are hoping to include an accurate facsimile of the overhead screen which you may recognise from your local bowling alley, and this will be more than welcome as far as I am concerned.

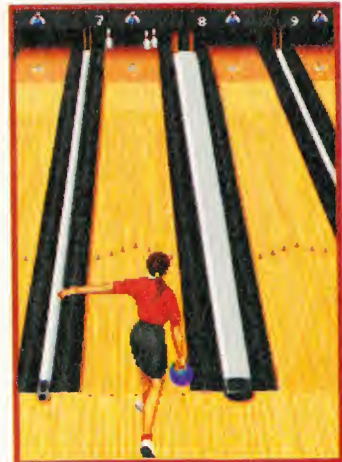


KINGPIN BOWLING

FRAME	05
MARTYN	48
MARCUS	84
MICK	85
PAUL	88
ANDY	52
KATRINA	15

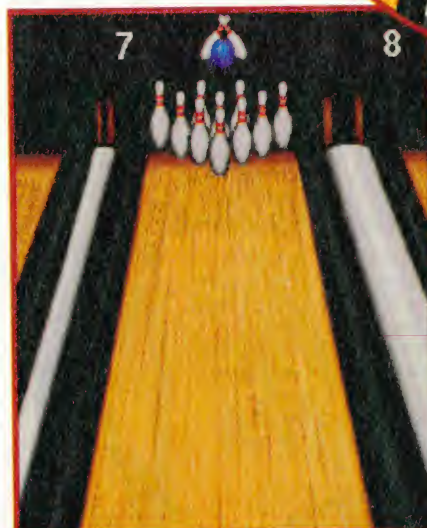
BALL
12 lbs

Kingpin



As with Arcade Pool, Kingpin will work on standard Amigas, but will recognise the AGA chip in A1200s and enhance the graphics accordingly. Even more exciting is the release price, which promises to be no more than £11 depending on the number of disks the game can eventually be squeezed on to. Tenpin bowling at a price that's right. What bowling fan could ask for more?

Fresh on the heels of the blockbusting Arcade Pool, Team 17 are currently very busy developing a pseudo follow up in the shape of tenpin bowling sim Kingpin. Yes, this is your chance to leave those embarrassing shoes behind. No longer will you have to pester the big bloke in the lane next to you to loan you a bowling ball that weighs enough to be effective but doesn't break your fingers off, and those two hour waits for a free lane are a thing of the past. Whether you own a 500, a 600 or a spanking new 1200, this is the bowling sim for you.



KINGPIN BOWLING

FRAME	05
MARTYN	69
MARCUS	12
MICK	99
PAUL	98
ANDY	72
KATRINA	87

BALL
12 lbs

The tenpin bowling sim has admittedly been around for years. But from the days of the C64 right through to the earlier moments of the PC games explosion, only a small number of such games have been available. The major problem with all these previous incarnations has been the lack of actual gameplay. The tendency to adopt a sort of 'throw and hope' policy has always been apparent, but Kingpin hopes to reverse this trend by making the gameplay the most important part of the product.



Kingpin programmer Adam Polanski isn't a mad keen bowling fan himself, but he recognised that there was a definite gap in the market for a tenpin bowling sim which came close to re-creating the look and feel of the real bowling alley experience. This is where Kingpin hopes to succeed, and by the look of it, Team 17 should be on to a winner.

Kingpin will feature graphics like never before. They will be more advanced than any other bowling simulation seen to date, with the pins falling over in a particularly realistic fashion. The game will also include lifelike animations of both male and female players which isn't exactly a breakthrough in terms of liberation of the sexes or anything, but at least the option is there if you want it and it gives you something pretty to look at. Katrina is losing rather badly all the same.



A major feature of the game is the competition mode, where up to six players can take part in a tournament against a number of computer-controlled bowlers. The difficulty levels of the computer opponents varies, and the programmers are hoping to build in a handicap feature which will make use of a player's saved scores to even things up a bit. In theory then you should never be able to master the game totally, and exciting games will be played between experts and novices alike.



Rise of the Robots



For those who don't read intro pages, let me assure you that we haven't gone mad, but are simply checking to find out what became of Mirage's much heralded robotic beat 'em-up...

When John Archer (God help him, having now left the Houses of Parliament and living in a box down the embankment) took a good look at Rise Of The Robots back in the December and Christmas issues, it seemed that the game would be out for the summer. Not so, but publishers Mirage aren't worried.

They've signed a deal with giants Time Warner Interactive, and the release date is set for October.

"We wanted to get as much into the game as we possibly could," says Mirage's Julia Coombes, "and the deal with Time Warner means that we'll be launching the game on just about every European format apart from the SNES. Even the Game Boy! It will be the largest multi-format release ever, with over 20 formats covered in all."

On top of all this of course is the Rise Of The Robots coin-op machine, on which work is currently underway. So those of you who feared the game had slipped into oblivion, don't worry — come October you won't be able to move for the thing.

PAUL



Project Kingpin

Publisher Team 17

Team Adam Polanski

Release Early September Inspected by Neil

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DEG5-2. A1200 DEGRADERS

Valhalla

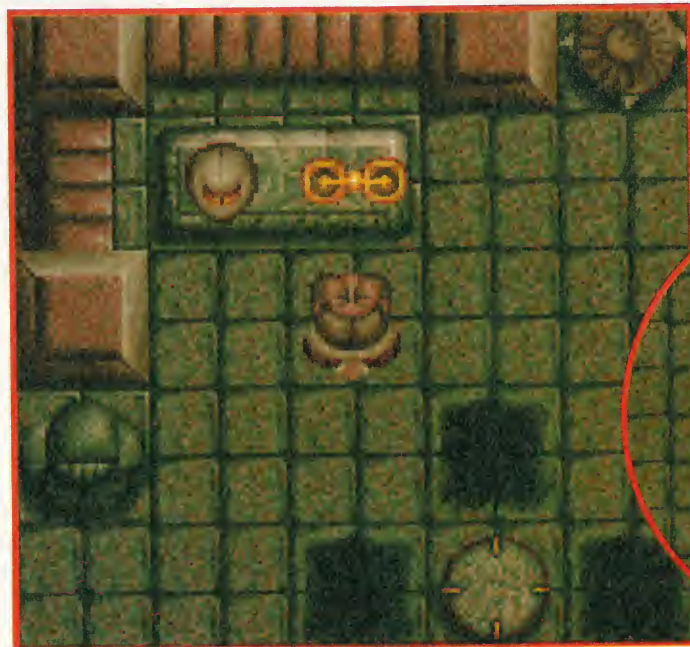
Giving The Game

Vulcan's speech-filled spectacular, Valhalla, has taken up so much of our time in the office these past couple of months that we thought we should share our knowledge of the first two levels with you

LEVEL ONE The Crypt

In the first room, pick up the key, look under the dodgy floor tile and pick up the map. Go down and to the left and then pick up the gold coin. Go down as far as you can, then left and pick up the silver key which you find. Then go right into a large room and pick up the Talisman of Life.

Now go up and you should find a door that the gold key opens. Pick up the gold



key that you find in this room. Look around until you find a door that this new key opens, and look under the dodgy tile in the bottom right hand corner of the room to find another map.

Go back to the room where you found the Talisman of Life and flick the lever at the bottom. This opens the door next to the lever. You will need to use the second map that you found to move around this room safely. Once in the room, pick up the chest key and the grey crystal from the stool. Then flick the lever at the bottom of the room before leaving.

Go up and to the right, and you should find that another door is now open. Enter the room, pick up the stick and look under the dodgy tile to find a gold ring. Put the gold coin in the wishing well and pick up the gem which you are given in return.

Go back to the room where you started and place the gold ring on the Identity Stone. Pick up the parchment and read it. Take the parchment to the room of the first map and place it on the Altar of Justice. Now take the Symbol of Justice.

Leave the room and place the symbol next to the skull which asks "What is your quest?". The door next to this skull should now open. Enter the passageway, pick up the bottle of strength potion, the chest

key and the crown at the right of the room. Flick the lever, then leave the room and go back the way you came.

Go to the throne room and put the crown on the throne. Pick up the Warrior's Shield which you are then given and leave the room. Use one of the chest keys to open the chest in the room of the skull that wants wine, and take the withered rose.

Go to the room where you found the crowns and enter the passageway to the right. Place the gem on the stone thing which appears behind you and it will disappear. Pick up the piece of wood and place the withered rose in the Water of Life, and retrieve the flower which magically appears.

Go back to the throne room and give the flower to the skull that says "Do you love me?". The door at the bottom right of this room should now open for you.

Now go to the room of the second map and use the chest key to open the chest which is there. Then pick up the bottle of Cold Protection and the chest key. Now go to the room below the one where you started. Use the piece of wood in your inventory to cross the chasm and open the chest with the key.

On the throne

Take the golden chalice and the gem and go to the throne room. Place the chalice on the drain underneath the tap and press the button next to the drain. The chalice should now fill up with water. Pick the chalice up again and then take it to the second map room.

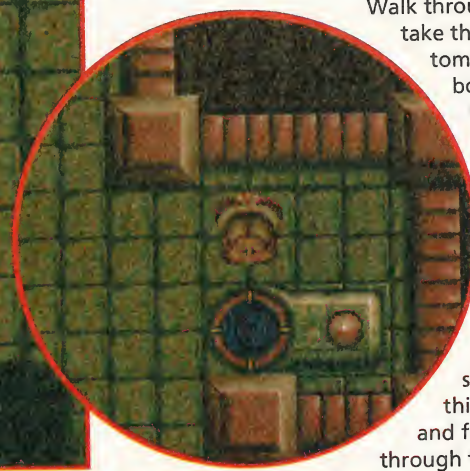
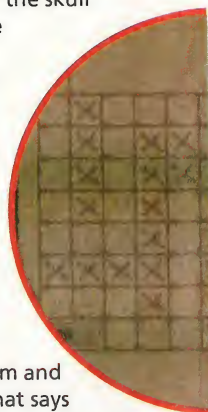
Put the chalice on the Miracle Stone and hey presto! the water turns into wine. Then go to the room of the skull who wants wine and give him the chalice. Take the Rubber Sole potion from the skull and then go to the Bloodstone room where the large boulder blocks the passage.

Drink the strength potion and pick up the boulder, then enter the passageway. Now drink the Rubber Soles solution and walk left through the three electricity fields. Place the stick in the lever slot at the end of the passageway, then flick the lever to open the door.

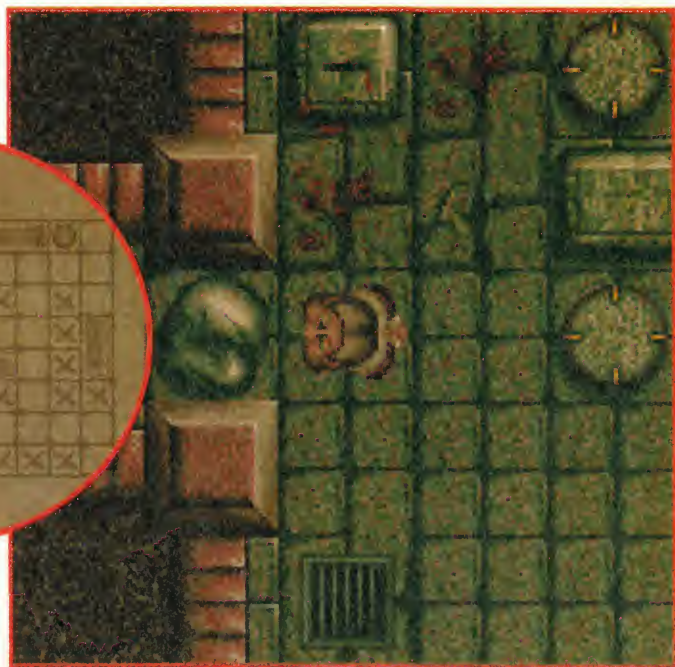
Walk through this open doorway and take the Warrior's Sword from the tomb in the large room at the bottom of the passageway.

Place the shield on the Warrior's Tomb and then the electricity fields will be magically demobilised.

Go back to the Bloodstone and place the sword on it, then pick it up again and give it to the skull who wants blood. A door to the left of the skull should now open. Go through this door, pick up the chest key and flick the lever. Now go through the newly opened door and



Away



pick up the gem. Use the chest key to open the chest in the large room and pick up the silver key and candle.

Use the silver key to open the door at the end of the electricity field passageway and enter the room. Give the Talisman of Light to the skull at the bottom left of the room and a door at the top of the room will open. Enter this room and pick up the credit card. Place the grey crystal on the Stone of Two Colours and pick it up when it has turned yellow.

Go to the Warrior's Tomb room and use the credit card on the PSB machine. A door should now open.

Go through the door, pick up the rock and the chest key. Place the Cold Protection potion on the place where the chest key was, and it should change into a Fire Protection potion. Go to the room of the Eye of the Beholder (above the electricity field passageway) and place a gem on the passageway blocker which appears behind you. Drink the Fire Protection potion and pick up the eye. Put the eye in the Water of Beauty – Beauty is in the Eye of the Beholder, geddit? – and pick up the green crystal which appears.

Jugs and chests

Now go to the first map room and open the chest with the chest key. Pick up the Jug of Infinity and the piece of coal. Fill the Jug of Infinity with water in the throne room and put the coal in the Crystal Flame in the second map room. Take the crystal you are given to the room of the Warrior's Tomb and give it to the guardian. Now walk past the guardian, put the candle on the fire stone and pick it up again once it is lit.

Flick the lever, then go back to the room with the chasm. Place the candles next to each other and the chest above them should open. Take the red crystal from the chest, give it to the red-eyed

guardian and take the Orb Key which he was protecting. Now go to the green-eyed guardian, giving him the green crystal and taking the Orb Key which he was protecting.

Go to the chasm room and cross the chasm. Pick up the piece of wood behind you and go through the door to the left of the room. Pick up the gem and the gold symbol, then cross the new chasm by using the piece of wood again.

Blocked passage

Go to the throne room and through the door on the right. Flick the lever at the end of the passageway then go through the open door. Pick up the gold symbol then flick the switch. Go back through the passageway, then go up and place a gem on the arrow thing which is blocking the passageway.

Go to the Eye of the Beholder room and place the gold symbols on the appropriate altars. Now go through the open door, look under the floor in the top right of the room and take the dagger. Then place the Jug of Infinity on the Infinity Stone and, surprise surprise, you will be given the Gem of Infinity.

Go to the skull who wants a password and look at the Gem of Infinity in your inventory. The door next to the skull should now open: Go through the door, take the stick, and place the dagger on the war memorial. Take the poppy to the skull which wants remembrance and take and read the parchment which you are given. Go to the Eye of the Beholder room and use the stick on the lever. Flick the lever and go through the door at the top of the room.

Go through the door and use your last gem on the arrow blocker that appears behind you. Put the rock on the stool at the top of the room and then go through the open door you find on your left. Give

the yellow crystal to the guardian and take the Orb Key.

Now go to the Altar of Sadness, place the parchment on it and take the Spheres of Loyalty. Then go to the second map room, put the Spheres of Loyalty in the Water of Hope, and take the blue crystal. Give this crystal to the blue-eyed guardian and then take the Orb Key.

Go to the main guardian room, put the Key Orbs on the altars, taking the compass directions into account, and watch the altars disappear. Give the Gem of Infinity to the guardian and then walk past him until you are told that you have reached the end of level one. Hurrah!

LEVEL TWO The Sanctuary

Look under the dodgy floor tile in the first room and take the leg of chicken that is there. Put the chicken on the grill until it is cooked, then give it to the skull thing. The door to the room should now open.

Walk past the ice and the fungi until you come to another dodgy floor tile.



Valhalla

Giving The Game

Vahnalia



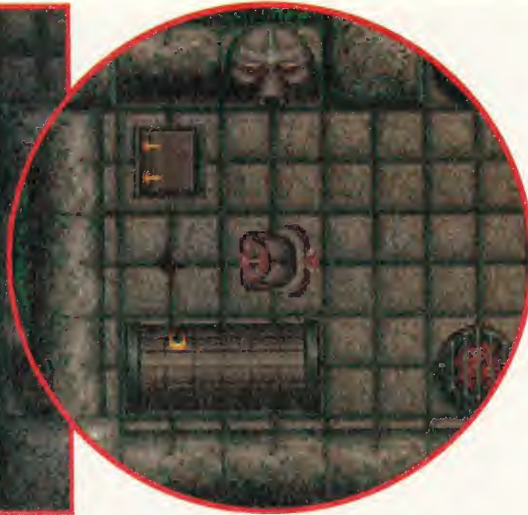
Look underneath it and take the gold key. Use the key to open the door next to the ice and walk down the passageway. Flick the lever on the wall and then go up.

Go into the room with the lion's head and pick up the gold stick. Then pick up the floor tile and look underneath the dodgy tile which is revealed. Take the strength potion from underneath the tile.

Go to the room with the sun dial in it, and drink the strength potion. Then take the heavy vase and pick up the chest key which is behind it. Go back to the room where you started, open the chest with the key and take the book and the wind charm.

Magic mushroom

Put the coloured stick in the lever socket below the fungi and then flick the switch. Go through the door and flick the lever in the room. Then put the Book of Hours in the Fourth Dimension and take the watch which you are given.



Go to the Shamen of Time and give him the watch. Then walk past him and pick up the silver key. Flick the lever at the bottom of the room and then put the silver key on the grill. Pick up the liquid metal and put it on the key mould. This key will now enable you to exit the room the way you came in.

Go up to the room where the Shamen of Holy Trinity is, look under the dodgy tile and take the chest key. Use this key to open the chest in the room with the lion's head, and take the tankard. Fill the tankard with ale in the sun dial room and then put it on the fungi. Once the ale has turned mouldy, give the tankard to the Shamen of Impurity.

Walk past the Shamen until you find a dodgy tile, look underneath it and take the bottle containing the Resist Cold potion. Drink the potion and then pick up the block of ice. Put the ice on the oven and take the Eye of Heaven.

Put the eye on the sun dial and take

the Stone of Leo which appears. Put this stone on the lion's head and take the golden symbol. Then go past the Shamen of Time again and place the symbol on the Deactivation Stone.

Take the now accessible magic ring and go to the room to the right of the level which is full of gaping holes. Place the ring on the altar, then walk past it and pick up the golden key. Try this key on all the doors until you find one that it opens and flick the two levers that are in this room. Then look under the dodgy tile and take the chest key.

Use this key to open the chest near the sun dial, and take the ashes and the chest key. Put the ashes in the Phoenix and take the wooden cross which appears. Put the cross on the Bible near the till and take the golden cross. Give the cross to the Shamen of Holy Trinity and walk past him. Take the gem which you find and place it on the arrow thing which is blocking your escape. Then take the Gem of Four Winds and the floor tile. Look under both dodgy tiles and take the chest key and the blood that you find. Go to the room where the Fourth Dimension is and use one of the



MAKING GOOD USE OF THE THINGS THAT WE FIND

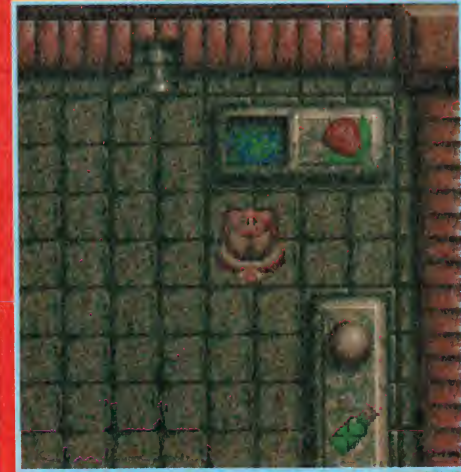
things that most everyday folk leave behind, eh?



The handy plank allows you to cross the gaping chasm once you have found it. You are then free to open the chest (providing you have the key) and plunder its contents



Having picked up the golden chalice, a trip down to the local standpipe will enable you to fill it with the finest quality spring water. This comes in very handy later on



Place the withered flower in the Water of Life and a lovely blooming rose will magically appear. You can now show your appreciation of the skull with the self confidence crisis

chest keys to open the chest. Then take the key and the bottle of Arthur's potion.

Try the door key until you find out which portal it opens, then walk into the room. Take the broken stick and the floor tile, then go to the bottle of spilt glue. Put the broken stick in the sticky substance and pick it up when it is mended.

Go to the right and use the three floor tiles you have now accumulated in your inventory to fill the holes in the floor. Walk across your super new bridge and look under the dodgy tile on the other side. Take the wooden symbol which you find and use the chest key to open the chest. Then take the gem which the open chest reveals.

Dodgy tile

Now search around until you find a lever socket which the mended stick fits into. When you are successful, flick this new lever and walk through the door which opens. Use the gem in the usual manner and take the silver stick. Then look under the dodgy tile and take the rock.

Use the stick on the lever socket which it fits, and flick the lever. Walk through the open door and take the chest key. Now put the bottle of blood on the Sacrificial Tree and a lever should appear on the wall. Flick the lever and leave the room.

Put the rock in the Tranquility water and pick up the Werewolf. Now use the chest key to open the chest in the room where the sulphuric acid is, and take the liquid metal and the wind charm. Put the wooden symbol on the blob of soft pink stuff and pick it up again to reveal an imprint. Place the liquid metal on this imprint and then take the golden symbol which is magically moulded.

Go past the glue and over the chasm, then place the golden symbol on the Deactivation Stone. Now go down and take the magic ring.

Take the ring to the breezy room where you deposited the last one, and place it on the altar. Then walk to the right and pick up the pound note. Put the pound note on the till and pick up the golden coins. Place these coins on the Stone of Change and go through the door which opens as a result. Take the green stick, drink the bottle of Arthur's potion, and take the Sword of Dilos (if you haven't already guessed, this spells SOLID backwards, whereas the other sword,



ELIGARF, spells FRAGILE backwards). Flick the lever at the bottom of the room and walk through the door. Then place the sword over the chasm and walk over it to the other side. Put the werewolf in the Sea of Light and take the silver crescent. Give the crescent to the Shamen of the Moon and then walk past him. Look under the dodgy tile, and take the gem which you find.

Wind charm

Use the green stick on the appropriate lever socket, flick the switch, and go through the open door. Use the gem in the usual fashion. Pick up the money spider, then flick the lever at the bottom of the room.

Go to the room where the Sea of Light is and take the wind charm and the magnet from the open chest. Exit the room, taking the sword with you, and go to the room nearby where two stools block a passageway to the right. Replace the stamina bottle on the nearest stool with the magnet, and you should now be able to reach the metal box which was on the other stool.

Place the money spider on the Altar of

Wealth (near the till) and take the gold bar. Give the bar to the Shamen of Wealth and you are then able to walk past him. Look under the dodgy tile in the room where there are four silver keys and read the book which you find. The riddle in the book indicates that you should take the key at the North West of the room, so do this and then get out of there.

Use this new key on the doors which are left unopened until you eventually find success. Walk through the newly opened door and look under the dodgy floor tile. Take the wind charm, then put the metal box in the sulphuric acid. Take the parchment which is left. Go to the room where you found the money spider and place the four wind charms on the appropriate weather vanes (North, South, East, West).

Put the Gem of the Four Winds in the altar behind the wall, and take the golden symbol. Use this symbol on the relevant Deactivation Stone and you will be able to take the third magic ring safely.

Carry out the same procedure you followed with the other rings, then place the blank parchment on the ink. Take and read the parchment, then place it in the flame in the room where the sulphuric acid is. Take the Skull of Death and place it in the Water of Resurrection. Then take the Immortal Chains and place these in the Immortal Flame. Take the golden symbol which you are given and place it on the relevant Deactivation Stone. Then take the Holy Grail.

Fill the Grail with ambrosia and give it to the Shamen at the end of the level who wants the Substance of Life. Walk past him, use the sword to walk across the chasm, take the key and use it to open the final door.

That's it. Yeeehahhhh! **A**



Giving The Game

Small Tips

Three a penny and two for a pound, Small Tips is here with a vengeance, a bucketload of cheats and a cheesy grin on its face

PUGGSY

Ralph Meulepas, who doesn't seem to have an address and is a bit obsessed with Mortal Kombat. He's also good at Puggsy, and these here passwords are the proof:

777 726 503 137 125 743 066 172 404 377 726 743 137 135 347
066 172 404 376 726 746 125 125 347 066 172 404



ACTION REPLAY CODES

Just a couple of codes for a couple of recent games:

BRIAN THE LION

Lives - \$C31C3B
Energy - \$C31C39
Crystals - \$C31C37



WIZKID

Money - \$COD756
Energy - \$CO9CD1

Smaller Tips

ADDAMS FAMILY

Various codes for starting points:
&1Y1M - 3 hearts
V1S14 - Pugsley
V919B - Fester

ALIEN BREED '92

Level codes:
XXDFA
RTHAA
LAEEA
UYTTA
PPEAB

ALIEN BREED 2

More level codes:
2 - 353828
3 - 108383
4 - 370101
5 - 982822
6 - 847464
7 - 737373
8 - 928112
9 - 267364
10 - 193831
11 - 090921
12 - 309383
13 - 101221
14 - 103992
15 - 998112
16 - 125332
17 - 091233

BACK TO THE FUTURE 3

Type in the code for infinite lives on that level story:
1 - ROTTEN CHEAT
2 - LOUSY CHEAT
3 - LOW DOWN CHEAT

BOBS BAD DAY

Selected level codes:
10 - XCKCKZPE
20 - VDPEFWNG
30 - SEAGGUPH
40 - QEAIIVNJ
50 - NDPKKWPL
70 - IDPONWPO
80 - GFFQPUNQ
90 - DEASQPVR
95 - CFFTRUOS
100 - BEAUSVNT

BUBBA 'N' STIX

Level codes:
2 - T1QKPF7CMG
3 - PXMYGFFW7D
4 - 913XPD1LZ5
5 - 12IFX75RJ

CANNON FODDER

At the start, or on completion of a mission, go to the save game option and enter JOOLS as a filename, whereupon your leader will become an all-conquering four star general.

CHAOS ENGINE

Level codes with infinite money:
WORLD TWO - GVVCH5DMS7#N
WORLD THREE - V35076X6S7WH
WORLD FOUR - 6UCDXU2557V2

CIVILISATION

Hold down [SHIFT] and type 123456789 for a complete world map which allows you to see enemy cities:

EPIC

Level codes:
2 - CEPHEUS
3 - APUS
4 - MUSCA
5 - PYXIS
6 - CETUS
7 - FORNAX
8 - CAELUM
9 - CORVUS

FLASHBACK

Level codes
Easy:
BACK
LOUP
CINE
GOOD
SPIZ
BIOS

HALL

Normal:
PLAY
TOIT
ZAPP
LYNX
SCSI
GARY
PONT
Hard:
CLOP
CARA
CALE
FONT
HASH
FIBO
TIPS

HISTORYLINE 1914-18

Level codes:
1 - PULSE
2 - GOOSE
3 - SPORT
4 - BIMBO
5 - TEMPO
6 - BARON
7 - BUMM
8 - LEVEL
9 - TOXIN
10 - PRINC
11 - CLEAN
12 - XENDON
13 - SIGNS
14 - HOUSE
15 - SIGMA
16 - SEVEN
17 - ZOMBI
18 - MOVES
19 - BLADE
20 - ZORRO
21 - STONE
22 - MOSEL
23 - ORDER
24 - SODOM

HUMANS

Selected level codes:
10 - MILESTONE
15 - RED DWARF
20 - SMART
25 - JIMS TIES
30 - MALCY MALC
35 - MAD FREDDY

40 - BANANA MOON

45 - VISION
50 - RANGERS
55 - CONSOLIDATED
60 - PROMISED LAND
65 - (Oh dear, can't be arsed with that one...)
66 - HELP ME
70 - NIN
75 - LORDS OF CHAOS
76 - NOW ITS DONE
77 - IM OUT OF HERE
78 - HERES TO A
79 - BETTER LIFE
80 - BYE BYE BYE

HUMANS: JURASSIC LEVELS

More of the same:
10 - 7 MILE WALK
15 - ITS TOSH
20 - ALAN B STARD
25 - IDONTLIKEBRAWN
30 - ALMANBURIE
35 - BABBLE
40 - NEED MORE
45 - POUCH
50 - GLUM
55 - DRAKEER
60 - HAVE A BREAK
65 - I LOVE ME
70 - PYTHON LEE
75 - FATEANDFORTUNE
80 - FOREVER

JIMMY WHITE'S SNOOKER

To watch Jimmy score a 147 (not sure why you'd want to, like...), select Trick Shot mode and press [F7], then [F4] and [F1]. On hearing a double click go to Demo mode...

KRUSTY'S FUN HOUSE

Level codes for this... er, - level codes:
2 - WHOAMAMA
3 - FLANDERS
4 - BROCKMAN
5 - SIDESHOW

LETHAL WEAPON

Mission codes:
1 - KSIIF
2 - ECYOIR
3 - FLRSKB
4 - EUOASF
Key cheats. Press [ALT] and then...
Y-I - No sprite collision
Y-L - Extra lives
Y-K - Extra ammo
Y-Q - End sequence
Y-(1 to 0) - Various accesses

LIONHEART

At the start of the game, push down on the joystick, and pause. Press [CONTROL] and [HELP] together and the screen will go all gunny for a second. You now have infinite lives, and by pressing [CONTROL] again can turn Valdyn into the mouse pointer, positioning him anywhere you like by moving the mouse and pressing both buttons.

LOST VIKINGS

Level codes:
2 - STRT
3 - TLPT
4 - GRND
5 - LLMO
6 - FLOT
7 - TRSS
8 - PRHS
9 - CVRN
10 - BBLS
11 - VLCN
12 - QCKS
13 - PHRO
14 - CIRO
15 - SPKS

LOTUS 3

Selected course codes
Easy:
UVQSNPBCM-60
HSYWYSGKC-50
Medium:

NSSSXXXXS-60

OUNDEFACG-99
Hard:
MFFSRPYDU-60
AFZYBQCJT-70
SKGYXXXXX-57
WJMEGMEQH-60

MORTAL KOMBAT

Joystick control for the Death Moves; Carry them out when "Finish Him" appears near the end of a fight.
RAIDEN - Towards (your opponent), away x 3, fire. EXPLODING HEAD.
KANO - Away x 2, fire. RIPS HEART OUT.
SONYA - Towards x 2, away x 2, fire. KISS OF DEATH.
SUB-ZERO - Towards, down, towards, fire. RIPS HEAD OFF.
JOHNNY CAGE - Towards x 3, fire. PUNCHES HEAD OFF.
SCORPION - Down x 2, fire. FLAME THROWER.
LUI KANG - Down, away, towards, down. SCISSORS KICK.

Also for MK, type DULLARD on the Start/Options screen and when you lose a life, your credits will remain intact.

Also, at the Start/Options screen, type in A to U four times to locate a whole new cheat screen with options such as viewing the death moves and all sorts of stuff like that.

MICKY BOOM

Level codes:
2 - KRATTY
3 - MIRTES
4 - ARRAX
5 - JANIR
6 - TRINOS
7 - SIXAN

SON of Boggit

At last, the moment the entire world has been waiting for has arrived. A sort of a Boggit: The Next Generation I suppose...



When I came into my Boggit family inheritance, I started playing adventure games like a nerd. Of course, the best place to start my education was on a certain Monkey Island...

gamers of the world, life has dealt me a horrendous blow and YOU, yes YOU, are entirely to blame. Until three weeks ago I was an extremely happy and contented young creature – I may have been a bit worried about the fact that I had twice as many toes as my classmates at school, and the process of shaving my ears three times a day caused innumerable problems and social embarrassments – but I was nonetheless more or less satisfied with my lot.

Then on the very day of my first birthday, I was struck down by a blow so fearsome that it could have been inflicted by the mighty stomach of Jabba the Hut himself. There I was, resplendent in my new pair of wide fitting 501's (specially designed to cope with my extra buttock), when my mother came into my bedroom and said that she had something extremely important to tell me. I won't repeat the conversation word for word, but what she said has changed my life for ever.

The first issue involved news of my father - a man I had never met and who I knew very little about. Apparently he was a strange, wild-haired creature known only as The Boggit who lived in a tree house and did nothing all day except sit in front of a computer screen gibbering manically to himself and writing the occasional garbled letter. One day he took it upon himself to leave

▶ SON of Boggit

this leafy home and squalid existence behind and set out into the world in search of enlightenment and ...er as it turns out, physical pleasures with available and willing females. My mother was one such unfortunate creature, and after a brief 'encounter' with The Boggit she found herself in a situation which can quaintly be described as 'being up the stick'.

A mere three days later I was born, and the following week The Boggit went mysteriously missing after telling my mum that he was "just popping out for a bit". The only remnants of his short-lived stay in the cosy confines of our family home were a short letter explaining to my mum that he was sorry for all the inconvenience, a passbook for the Short Hairy Investor Trustees Bank (advertising slogan - You're really in the S.H.I.T. now), and a few toe nail clippings which had been left on the side of the bath.

Inside the passbook there was a note saying The Boggit would make sure that for the first year of my life, my mother would be able to draw an adequate sum from the account to keep both her and her new born son financially secure each week. However, as Boggits are more physically and mentally advanced than human children, a special task would be required of me from my first birthday onwards if the flow of available cash was to continue.

This would involve me leaving home to take up residence in The Boggit's empty tree house home. From this base I should then be able to carry out the major part of my work, namely to familiarise myself with every damn Amiga adventure game known to man. I would then be able to reply to the numerous cries for help which arrived through the postbox every day from readers of a publication by the name of Amiga Action. This had been The Boggit's task for the whole of his adult life before the

travelling bug took control, and I had been charged with carrying on this tradition.

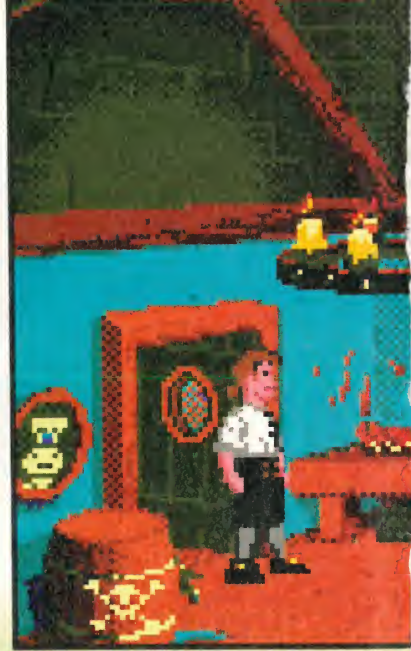
Since then my feet haven't touched the ground. After a week-long trek to the wood where the Boggit used to reside (buses only go there once a year - for the Woodlouse Derby, won last year by the controversial entry, Makes My Skin Crawl, whose victory was allowed to stand despite complaints from the second place louse that the winner had too many legs), I finally came across the treehouse, deserted and shrouded in mist. It was to become my home for the foreseeable future.

Now it's a few weeks down the line, and things aren't going too well. Whilst trying to load a rather intriguingly titled game by the name of Leather Goddesses of Phobos, I managed to fuse the whole tree house, and since that day I have been forced to live by candle light. However things are not entirely lost as I have come across some old letters from readers requiring help. Attached to this correspondence are a few scribbled notes in spidery handwriting which I assume must be some unfinished Boggit business. It would only seem fair then to end my first adventuring effort with these last Boggit sketchings, so let's get the ball rolling:

Police Quest 1

Dear Boggit,
Please, please, please help me. I have recently bought Police Quest 1, and me and my mate Darren have done nothing for the past couple of weeks except play it. I hate to beg, but we've come to a dead stop and the only person we can think of to help is your great and gracious self. We have managed to pull over a car which was

Apparently, this bloke Guybrush Threepwood is quite popular with you Amiga owners. I have of course been through his adventures for the cause and am therefore able to provide much needed assistance on his toils for any stranded adventurers



reported as stolen, but every time our cop gets out of the car he gets shot. What is going on? Please help!!!!!!

Colin Russell, Avon.

Well Colin (and Darren too), this is the first of my attempts at deciphering The Boggit's scrawl, so I hope that you will forgive me. The fact that your letter has been lying on his desk for the last year or so hasn't got us off to the best of starts, but if you still haven't managed to safeguard the life of this unfortunate officer then here's how.

Once you have pulled the car over, pick up your night stick and radio for back up. You must NOT get out of the car until the backup arrives - and I suspect that this is where you are going wrong. When your fellow officer arrives, get out of the car and load and draw your gun behind the safe confines of your car door. Then tell the suspect to "get out of the car", "halt", "put your hands up" and "get on the ground" in that order. Handcuff him, read him his rights, search him, then put him in the back of your car.

Phew, a tricky situation solved, and not a drop of blood spilled. I hope that answers your query.

Monkey Island

Dear The Boggit,
I am pathetically stuck in Monkey Island. I have met the Fettuccini brothers at the circus, but they won't let me do the cannonball act. Is this a red herring or is there a helmet lying around somewhere? If you don't help me then I'm going to come round and strangle that stupid owl of yours.

The Boston Bird Strangler, Boston.

I must admit that I don't know anything about an owl, nor do I believe that you are from Boston, seeing as the postmark on the envelope of your letter was Chester, but I won't hold that against you.

The Settlers is undoubtedly the Amiga gameplaying highlight of my life so far. If you had asked me a week ago if so much enjoyment was both possible and legal I would have laughed in your face, but not anymore. This game is great!





Well the 'helmet' that you seek is actually the pot that is under the table in the kitchen of the Fettuccinis. When the Fettuccinis ask if you have a helmet, say "yes" and give them the pot. They will then allow you to enter the cannon and one headache later you will have a little cash in your pocket.

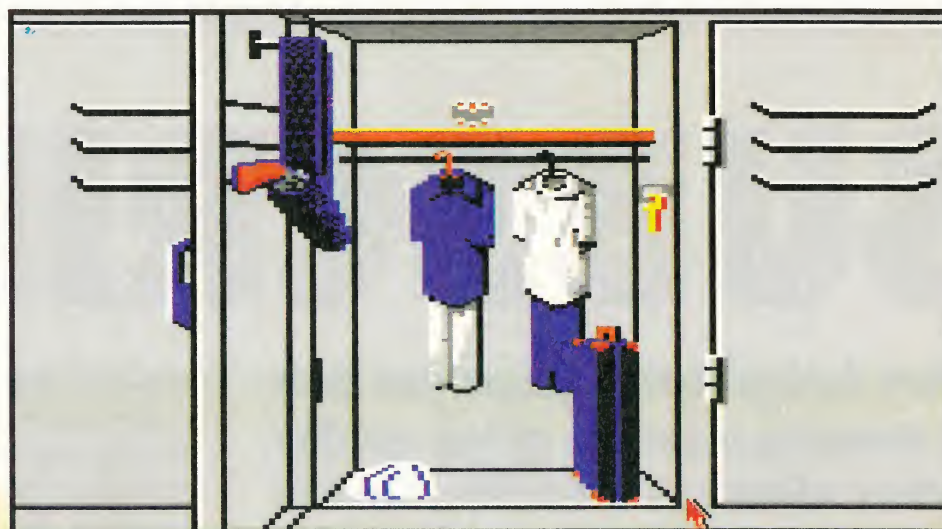
Settlers

Dear Boggit,
I know you only really deal with adventure games, but is there any chance of a couple of tips on The Settlers? Things go pretty well for a while but then I run out of wood and that brings everything to a halt. I'll buy your magazine forever if you can help me out.

James Barton, Leeds.

So my father wasn't too keen on helping out the unfortunate who weren't enquiring about adventures then was he? Well that won't be a problem from now on (I hope). I'll try and do my best in every department. Anyway, The Boggit seems to have veered a little from his usual course by scribbling a few hints at the bottom of your letter, so it would be a little unfair to keep them from you.

To keep the necessary steady supply of wood available, you will need to build a



I must admit to having been more than a little confused when I played this. Having already played Monkey Island and the Settlers I was taken aback by the primitive look. I mean, do you pay for this standard without a word or is it what I believe is called 'PD'?

woodcutter's hut near to a forest, a sawmill in the general vicinity of it to process the tree trunks, and a forester's hut to replace the trees which have been cut down (ecologically sound or what?).

Well that's the end of my first stint at the controls, and I hope that it has been of some use to you. I'll try and get the electricity back on for next month so that I can be of more use, and for

now I can only offer my sincerest apologies for my lack of technical genius in the household power department. So it's so long for now and I hope to see you all next month and I'll give you some more gaming hints and tips as part of my dodgy Boggit inheritance.

As for my name, well let's just leave it that at S.O.B. for the time being. I may decide to be more forthcoming at a later date, but let us all offer up a prayer that my dad wasn't called Dave or Donald.



I did have a bit of a chuckle at the antics of this pair, and was delighted to offer a solution to the Boston Bird Strangler when I discovered his letter. The Fettuccini brothers must rank alongside Little and Large as one of the greatest double acts of all time

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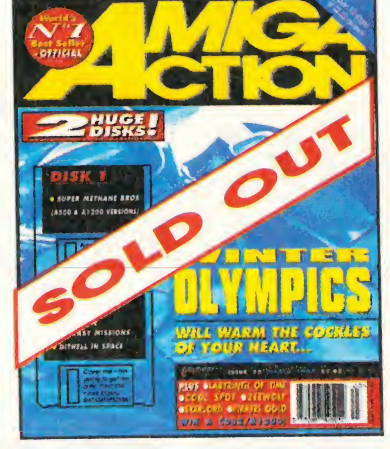
ISSUE 52 XMAS '93. CODE 8493.
 Cover - Beneath A Steel Sky.
 Three huge coverdisks! - Bob's Bad Day, Campaign 2, Charlie Xmas Chimp, Jack the Ripper, Goochy Classic Match.
 Features - Rise of The Robots pt2, Behind the Scenes at Gallup, The Next Step (retrospective).
 Reviews - Alien Breed 2, Beneath a Steel Sky, Xmas Lemmings, D/Gen CD32, F1 17A, Frontier, Globdule, Prime Mover, Second Samurai, Space Hulk, Stardust, Wiz 'n' Liz, Wonder Dog.
 GTGAs - Theatre of Death, The Patrician.



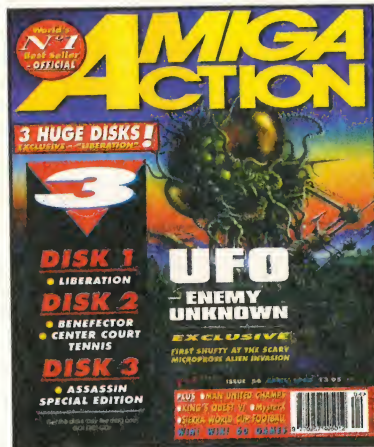
ISSUE 53 JAN '94. CODE 8494.
 Cover - Beat 'em-up Special.
 Coverdisk - Alien Breed 2, Disposable Hero, Dinosaur Detective Agency.
 Features - MysterX.
 Reviews - Body Blows Galactic, Bubba 'n' Stix, Campaign 2, Cannon Fodder, Cyberpunks, Dino Detective Agency, Doofus, Jet Strike, Kingmaker, Liberation, Magic Boy, Microcosm, Mortal Kombat, Overkill, Sleepwalker CD32, Suburban Commando, When Two Worlds War, Zool 2.
 GTGAs - Overdrive, Yo! Joe! + free GTGA book!



ISSUE 54 FEB '94. CODE 8495.
 Cover - Universe.
 Coverdisk - Body Blows Galactic, Fury of the Furies, Baldy.
 Features - MysterX, Twenty Best Games of 1993.
 Reviews - Air Force Commander, 'Allo 'Allo, Champ Manager Italia, Combat Classics 2, Cosmic Spacehead, Dreamlands, Fantastic Dizzy, Fury of the Furies, Innocent Until Caught, Lamborghini, Mansell CD32, Settlers, Skid Marks, Star Trek, Switch Quiz, Zool CD32.
 GTGAs - Monkey Island, Jurassic Park.



ISSUE 55 MARCH '94. CODE 8496.
 Cover - Winter Olympics.
 Coverdisk - Methane Bros A1200 & A500, Jet Strike Fantasy Missions, Dithell in Space.
 Features - MysterX, Zeewolf, Starlord.
 Reviews - Alf Chicken CD32, Assassin '94, Batman Returns, Cool Spot, Dangerous Streets, F1, Fatman, Global Domination, Goblins 3, Labyrinth, Pirates! Gold, Seek & Destroy, Sensible Soccer CD32, Snaperazzi, Tornado, Winter Olympics.
 GTGAs - Star Trek 25th Anniversary, Goblins 3.



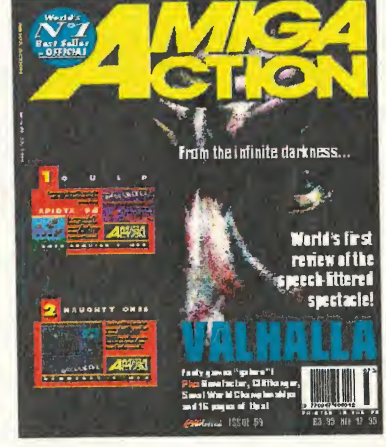
ISSUE 56 APRIL '94. CODE 8497.
 Cover - UFO: Enemy Unknown.
 Coverdisk - Liberation (1.5meg), Center Court Tennis, Benefactor, Assassin '94.
 Features - Soccer Kid animation, Psygnosis.
 Reviews - Blue & Gray, Brian the Lion, Castles 2, Dennis, Fly Harder, King's Quest VI, Legacy of Sorasil, Man Utd Champions, Morph CD32, Puggsy, Ryder Cup, Sabr Team A1200, Seek & Destroy CD32, Simon the Sorcerer, Soccer Kid A1200, Super Methane Bros., Tube Warriors.
 GTGAs - Simon Sorc., Police Quest, Goblins 3 pt2.



ISSUE 57 MAY '94. CODE 8498.
 Cover - James Pond 3
 Coverdisk - Sierra Soccer World Challenge, Brian the Lion A1200
 Features - James Pond 3, Audiogenic, Starlord Pt 2
 Reviews - Darkmere, Bubba 'n' Stix CD32, Disposable Hero CD32, K240, Liberation A1200, Maelstrom, Mr. Nutz, Nick Faldo's Championship Golf CD32, Total Carnage, Trivial Pursuit CD32, Zool 2 A1200.
 GTGAs - Liberation, Stardust, King's Quest V1, Police Quest Pt 2 + free Cannon Fodder tips book.



ISSUE 58 JUNE '94. CODE 8499.
 Cover - Ambermoon
 Coverdisk - Puggsy, Rugby League Coach
 Features - Who's Danny Flynn (science-fiction artist), computer game piracy
 Reviews - Ambermoon, Heimdall 2, Bart Vs the World, James Pond 3, Monopoly, Arcade Pool, Armour-Geddon 2, Naughty Ones, Hanna Barbera Animation Workshop, Ultimate Bodyblows CD32, Apocalypse, Gunship 2000 CD32, Brutal Football CD32, Chaos Engine CD32, Global Effect CD32
 GTGAs - Labyrinth, Leisure Suit Larry 1, Small Tips



ISSUE 59 JULY '94. CODE 8500.
 Cover - Valhalla
 Coverdisk - Gulp, Naughty Ones
 Features - MysterX, Sensi Cup '94, May I Help, Sir?
 Reviews - Benefactor, Empire Soccer '94, Fire & Ice CD32, Fury of the Furies CD32, Impossible Mission 2025, Lemmings (again) CD32, Second Samurai CD32, Sierra Soccer, Striker CD32, Tornado A1200, Traps 'n' Treasures, Valhalla, Wembley Rugby League, Zool 2 CD32
 GTGAs - Beneath A Steel Sky, Naughty Ones, Innocent Until Caught

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Talk Back

Unfortunately, the warm weather means that most of our letter writers have gone insane this month...

'Ere we go, 'ere we go

I have bought your magazine for several months and I still don't trust your reviews.

Goal your magazine rated 90% and you said "it is nearly as good as Sensi." On Goal how you shoot is absolutely rubbish. You can't run and pass, and when you turn with the ball the player lofts it into the air. You can't tackle without giving a foul. (Blah blah blah etc. etc. - Paul).

As I am talking about Sensi, it must be the best selling game on the Amiga. I also feel that Cannon Fodder was overrated - 96%, all you do is click the mouse here and there, it's way too boring.

Not only is Cannon Fodder crap, so is Frontier and all beat 'em-ups. Every beat 'em-up is the same except the graphics.

I see that you have made the tips page two pages, I must admit this still isn't much compared to the other mags. The AA standard has started to slip and it is in doubt whether I should buy it. (More blah, more etc. and more blandness - Paul).

I am the best at Sensible Soccer, the computer hasn't beaten me in over a thousand games (blah blah - Paul), and if anyone beats me, I will pay them £100. Serious.

Mr A. Hales (The greatest Amiga games player in the world [and a bit of a nerd to boot - Paul]), Aylesbury

Sorry, was there a point in there somewhere? Ah yes, the standard. Or was it your superb and undisputed gaming prowess? Perhaps you could write back and try be clearer. And a better speller. And better at remembering the marks we give.

A bit unlucky

It was my birthday recently and my parents bought me a CDTV, and I've looked in every computer shop but can't find any software. I'm getting fed up of CDPD so could you please send me some games.

I bet you're wondering why they bought me a CDTV - well I asked for a CD32 but they said they didn't know the difference - "it's Commodore isn't it?" - and that's

how I ended up with one. Also, is it true that Commodore are going bust?

Luke Taylor, Hyde

I sympathise Luke - my parents (when they bother to show an interest) ask questions like - "And do you actually make the television games for these computers?" Unfortunately, what with the CDTV being a bit of a lame duck, we don't have much stuff in, but Cover Girl Strip Poker is on its way. (Ask your parents before you play though...)

Nowt better to do

Whilst looking through my fantasy and sci-fi leaflet I came across a book called Damia, and discovered that the woman on the cover looks almost identical to the secretary in Premier Manager 2. Either this is a complete coincidence or someone is short of ideas or a sci-fi fan! Also, are any of the Star Wars

games being converted from PC to Amiga?

Pat Mater, Harpham, East Yorks

Well Pat, the fact that PM2 is programmed by a team called Realms of Fantasy might explain it to you, and no, the Star Wars things aren't being converted. At least, not to my knowledge, but I never bothered to check.

Had your chips

I was reading issue 58's Star Letter (referring to the "Soccerisation" of football) which was a load of clap trap (b*lllocks) no one is asking you to look at soccer reviews ie soccer kid sensible soccer need I go on also you criticise the americans while you are writing your letter eating your chips you do not think who made those chips do you you nonce case next time please could you think what you are putting in your letter you half wit also I know whats in your brain sweet FA

please print this letter.

Stuart Lancaster, Brighouse, West Yorks

Indeed.

Prices (again)

We have just read your article about software pirates. If you think that the software houses would lower their prices you must be living on a different planet. If it wasn't for Fairlight and the others, software companies could ask anything from £30-70 a game. Just look at Nintendo and Sega prices - it all comes down to greed. Why should the privileged few have all the fun? We aren't all on £15-20,000 a year and able to buy software whenever we want. Ask the working class if they can afford £30 games when they have probably saved for months to buy their children a computer.

Disgruntled parents, no address

Star Letter

Cinders, ball, etc

Dear Amiga Action,

My name is Cindy Crawford. Hold on, wait a minute, don't chuck this letter in the bin - it is the truth. I saw that you wanted famous people to write in, so that's what I'm doing.

I am writing about the battle between consoles and computers. I possess all the consoles and computers and have to admit that computers are better. Okay I will admit that consoles have better graphics and sound, but that's it. The games are only shoot- or beat 'em-ups and after a while get incredibly boring.

Now the computers can offer all this at a cheaper price while having a wider variety of games, which makes them more lastable. So to all those who are thinking of buying a console, don't do it!

It's all right for me - a supermodel - because I don't get out of bed for less than £10,000. I hope you are satisfied about your appeal to celebrities because in my very busy schedule I hardly have time to see my new boyfriend Michael, who's an A1200 owner and would like Championship Manager. Ah well, I have to get changed now because Vivienne and Karl (Westwood and Lagerfeld? - Fashion Ed) are getting angry.

I know the picture is a bit small but it was taken when I'd just got out of bed and Michael took it with a very small camera.

Cindy Crawford, Leytonstone

PS. To all my male fans, please don't send me your underwear

It came as a crushing blow to Steve when he learned that your letter arrived in a Junior Spurs envelope, quashing any vague hopes we might have had that you were indeed the Cinders. And what's happened to Dicky Gere - are you fed up with him knocking around with Tibetan baldies sporting a hamster rammed down his trousers?

Despite our recent plea, Cindy Crawford is the only "celebrity" we've heard from, if you discount Lee Hazard from Doncaster who got the wrong end of the stick and did an album review of Erasure's I Say I Say I Say. Come on, anyone'll do - Scottish 3rd Division footballers, anyone...



Talk Back

Who ever said that software companies would lower their prices? I said quite the opposite only last month. You yourself, I take it, are a pirate then, yes? Good luck to you mate – I hope your kids appreciate it, though any kids I have – and I'm not exactly middle class – certainly won't have to put up with crappy stolen goods to play with.

Lot of front(ier)

Dear Nick,
I would like to express my feelings on the game Frontier. I bought the game last month after reading a rave review in AA. Speaking for myself and several others who have played the game, we have all reached the same conclusion; the game is completely unplayable. I cannot begin to comprehend how awful this game is.

To start with, the in-flight control system is impossibly difficult to come to terms with, even after three weeks of play. The autopilot has this infuriating habit of crashing the ship into planets and the like. Why does it do this? It seems to slow the ship late and then double back on itself repeatedly until it finally docks.

How are you supposed to go into combat with the weapons and ship (and control system) that you are given? What I really want to know is, how did this game get such a good review in your publication? Just how much did it cost to place this advert in your magazine?

Andrew Prince, Bolton

Nick doesn't work here any more Andrew. Try Sega Pro.

Missing you

I recently sold my trusty A500 and bought a CD32. The lack of software has been appalling and I am glad to see that it is now picking up. But I still miss my footy games and management sims, so could you please tell me if there are any games like Kick Off 3 or Championship Manager in the making.

Andrew Phillips, Llantrisant, Mid Glamorgan

Yes, there is a game like Kick Off 3 in the making. Er, in fact it's Kick Off 3.

War of words

I am writing in praise of the author of "Tiny Brain Neil" in the June issue. I completely agree with the writer concerning the review of The Blue and The Gray. The review was biased by a non-playing wargamer, therefore he had no right to analyse the complexity of an historical battle which the programmes, with love and care, have attempted to portray.

All wars and battles are complicated, and so should their computer counterparts be. It is not good enough to just grab hold of a joystick and bounce from one 'platform' to another identical 'platform' and blast away at everything. Wargames require planning, strategy, understanding of your enemy, his forces, terrain, weather, maps... I could go on (you already are – Paul). Please do not impart an amateur to explain the rudimentaries of a historical battle to the many, many fans of this genre.

It was nice for once to have a fairly decent reply, as normally in the Atari/Amiga mags you would receive a tirade of offence, so perhaps you are gradually growing up.

If the author of Tiny Brain Neil is serious about his wargaming, he should contact Hidden Movement, 360 Windmill Road, Ealing, London W5 4UR.

Terry Mizen, Salisbury

Hmm, a letter of genuine outrage or a thinly masked advert?

Actually Terry, you don't have to own a library of war books and dress in khakis at the weekend to review a war game, just as you don't need to be a professional footballer to review, say, Kick Off 3, or a test driver for Williams to review Nigel Mansell's. No offence, obviously.

Taxpayer's expense

I am a student in the first year of an A level Design Technology course, and I am involved in a case study of the computer joystick. I have written to several manufacturers requesting information, but unfortunately the information has been little more than an advertisement.

I am writing to your magazine because I am in need of more in-depth information. If possible could you send me any articles in

which you have analysed different joysticks, or discussed factors such as price and lastability. Information such as this would be very helpful, and very much appreciated.

Callum Watson, Gosforth, Newcastle

Did you choose this case study yourself? What can I tell you? Ooh, Callum, sort your head out mate...

More PC/Amiga gubbins

I'm just writing in answer to our Picky Git from AA59. A friend of mine owns a Mega PC (A, ahem, PC with an in-built Mega Drive – Group Technical Editor), and it only has one meg, so my A1200 beats it already. The graphics card in his PC, so he tells me, is not very advanced, and the graphics often look blocky, whereas my A1200 graphics on games such as Stardust nearly always look better.

As for the sound, my friend much prefers bopping along to my Cannon Fodder intro than to his spluttery PC, and...

Alan McDonald, Cumbernauld, Scotland

...Nice one Alan, I get the drift, and so does everyone else – they're reading an Amiga magazine after all.

Skidmarks

Acid Software: Reader Reviewer, Stuart Davidson, Bo'Ness.
Great sound, great playability and great graphics. What more is there to say about Skidmarks that hasn't been said before? Well one thing that hasn't been said is that it's crap, and it won't be, either.
Graphics: 89% (A1200 – 92%)
Sound: 82%
Overall: 89%
Summary: A great game.

How the hell did that get in?

Techy head

I have only just bought an Amiga 1200 and before that I had a Sega, so I am new to computers like this. The games are OK, no probs, but Workbench just does my head in! OK it looks good, but a/ I don't know what it does and b/ I don't know what the icons do even after going through the manual three times. You couldn't help me out on this one could you?

Michael Szewczuk, Great Harwood, Lancs
PS. And I am English!

Bloody hell, I don't know mate. You've read the manual three times more than I have as it is. PS. That's OK – we answer letters from those 'foreign folk' as well.

Lunacy

Re Jonathan Aspinall's letter in issue 59, I think his idea of having the ads at the back of the magazine is a good one and I don't know why you disagree. Just look at the benefits:

- 1/ You do not need to introduce an advertiser's index.
- 2/ The games part of the mag is uninterrupted.
- 3/ All the ads are in once place and therefore much easier to find.
- 4/ The magazine is given an even more professional outlook.

How about giving this idea a try, even on a trial basis? If you aren't satisfied you can always revert back to the way it is now. Surely reader input like this should be considered because it is OUR magazine (or so you keep telling us) after all!

David O'Connor, Dinnington

Sanity

(Loads of creeping and stuff – Paul)... wrote in and suggested you put all the adverts in the back of the mag. Now let me explain. If the adverts were put at the back, companies would not advertise because they know prats like you (Jonathan Aspinall, presumably – Paul) are only getting the mag to look at pretty pictures. Also, AA readers would still have to pay more because it would be harder (impossible according to Simon Lees, advertising manager) to sell space.

Come on, show some common sense and leave it to the experts.

G. Billington, Fulwood, Preston

G., have a game mate, in fact, have two. You creep.

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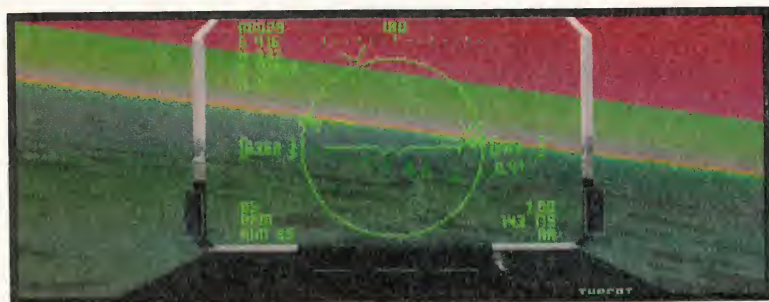


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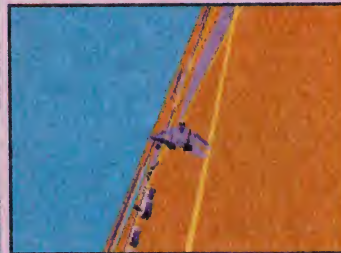
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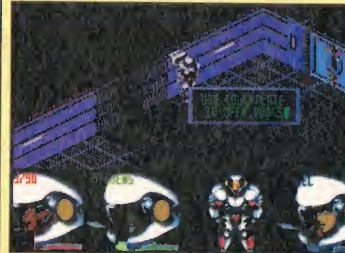
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Ocean
- 4 SHUFFLEPUCK CAFE**
Ubisoft
- 5 ARKANOID**
Ocean
- 6 KRYPTON EGG**
Rainbird
- 7 BUNNY BRICKS**
Silmarils



- 8 LORDS OF WAR**
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- 10 TITAN**
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This box is just as much fun as the first one let me tell you. I wonder if you can guess what we'll come up with next month?



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Whatever we have in Amiga Action next month...

...you can be sure it won't have as big a conk as Jezza!

Gerard Depardieu, this is what we say to you – PAH! So you can act. Sit at home in your French chateau all day drinking wine and eating fine pastries, waiting for your agent to call with a script. Flick through it, decide that, yes, it's just the kind of heavy going fare you could sink your teeth into and whoosh! – you're away to Hollywood to ponce around in period costume. It's not as if you can even do accents – sometimes you struggle to speak English for heaven's sake! Well you can keep your films and you can keep your millions of pounds, because do you know what we'll be doing while you fanny about in a skirt?

We'll be reviewing **F.I.F.A. Soccer**. That's right – it could be the best Amiga football game ever and we'll have it right here.

Not impressed? You should be Gez, because there's more. Where are you when people need help with adventure games eh? Not quite **Son of Boggit** now are you? And what about more detailed help? Like

you could really provide the final part of the **Valhalla** solution.

Oh sure – you'll be telling us you have the rest of the World Cup games next mate! **Wild Cup Soccer**. You've seen it have you? No? We have, sadness, just like we're scheduled to see the **Valhalla** follow up, just like we'll be having another exclusive look at Team 17's **ATR**. And where will you be when **Theme Park** gets reviewed? Not here, that's for sure, just like you'll be elsewhere when we're exclusively checking out **Pinball Illusions**, and no doubt you'll be "in make-up" while we're packing two disks full of top quality games. Face it Gerry, when it comes to Amiga games, you're nothing. Fortunately, we're everything, so that's OK.

AMIGA ACTION

AMIGA ACTION SEPTEMBER (ALREADY). ON SALE IN SHOPS, AIRPORTS, AND DIRECT FROM THE EDITORIAL TEAM AT CUT PRICE, FROM AUGUST 4TH

THE FIRST AMIGA SPEECH ADVENTURE

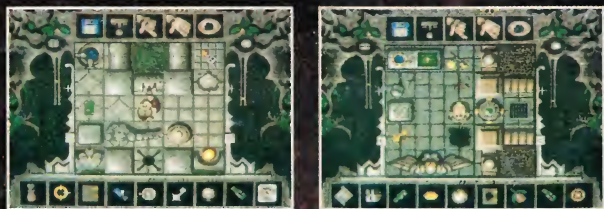
In this revolutionary Speech Adventure you are the prince's mentor on his quest to avenge his father's murder at the hands of Inthly. Inching your way through four vast levels in the chilling castle of Valhalla, you enter a world crammed with logical puzzles and richly interactive characters. The cinematic graphics are dazzling, the spine-tingling soundtrack mesmerising in this magical world of words which redefines the adventure game and leaves you speechless....

- Over 1,000 individual spoken words.
- 30 characters, 4 mega levels.
- A host of brain-melting logical puzzles.
- User friendly icons.
- Atmospheric sound tracks.
- Amazing graphics.
- Handy save function.
- No disk swapping.

94%

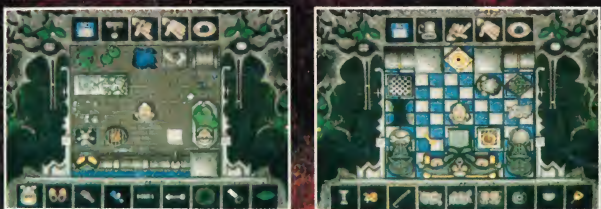


“It is possibly the most instantly captivating game ever”



VULCAN SOFTWARE

“Vulcan Software have come up with a groundbreaking piece of software”



90%



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